

BRIAN P DEAN

LIGHTING/COMPOSITING

ABOUT ME

I have 20 years lighting animated features at major studios, from *Ice Age* to the Oscar-winning *Spider-Verse*. Equally fluent in traditional render pipelines (Katana, Nuke, Arnold) and real-time engines (Unreal). I've recently been exploring new techniques and keeping my skills sharp by creating content under Amulet Studios.

CONTACT

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PRODUCTIONS

Robots
lighting TA/additional lighting
Ice Age The Meltdown
lighting /compositing/fur
Horton Hears A Who
lighting/compositing/fur
Ice Age Dawn of the Dinosaurs
lighting/compositing
Rio
lighting/compositing
Ice Age 4 Continental Drift
lighting/compositing
Epic
lighting/compositing
Rio 2
lighting/compositing
Peanuts
lighting/compositing
Ice Age Collision Course
lighting/compositing
The Emoji Movie
lighting/compositing/stereo
Hotel Transylvania 3
lighting/compositing/stereo
Small Foot
marketing lighting
Spiderman Into the Spiderverse
lighting/compositing/stereo
Angry Birds 2
lighting/compositing/stereo
Over the Moon
lighting/compositing/stereo
No Activity
key lighting/compositing
Luck
lighting/compositing
Gossamer
lighting and finishing
Fables
lighting and finishing

PAST EXPERIENCE

Blue Sky Studios
2003-2016
Senior Lighting TD
Sony Imageworks
2016-2020
Senior Lighting TD
ATKPLN
2020-2021
Lighting Lead
Skydance Animation
2022
Senior Lighting TD
Bron Digital
2022-2023
Unreal Finisher
Amulet Studios
2023-current
Founder

SKILLS

PROFICIENT IN
Nuke
Maya
Katana
Unreal Engine
DaVinci Resolve
After Effects
Photoshop
Lightroom

EXPERIENCE WITH
Blender
Zbrush
Marvelous Designer
SpeedTree
Substance Painter
Houdini



bpd

Animation and Unreal Engine reels can be found here:
briandean.com/reels

Currently located in Connecticut. Willing to relocate.