

BRYANT NELMS

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PROFILE

As a dedicated VFX Artist, I am able to bring a blend of technical prowess and artistic sensibilities to the world of digital storytelling. With a BFA in Visual Effects and 5 years of experience, I have honed my skills across various facets of VFX production, from concept to final execution.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

VISUAL EFFECTS
SEPT. 2015 - JUN. 2019

BFA in visual effects with emphasis in lighting

TECHNICAL SKILLS

SOFTWARE

- Autodesk Maya
- SideFX Houdini
- Isotropix Clarisse
- Substance Painter
- Foundry Nuke
- Adobe Photoshop

RENDERING SOFTWARE

- Isotropix Clarisse Renderer
- Pixar Renderman
- SideFX Mantra / Karma
- Autodesk Arnold
- Maxon Redshift

EXPERIENCE

GENERALIST TD, DNEG

MAR. 2022 - OCT. 2023

One of the first employees to join and develop the generalist department and workflows at DNEG. Worked under multiple disciplines to deliver high-quality visuals for a range of projects, including feature films and television series. Tasked with a variety of assignments ranging from procedural modeling and lookdev to sequence lighting.

LIGHTING TD, DNEG

JUN. 2021 - MAR. 2022

Assigned the role of assembling and lighting individual shots, including the creation of lighting rigs for sequences. My responsibilities covered a wide spectrum of content, spanning from full CG to set extensions. Additionally, I was responsible for making look development adjustments.

KEY LIGHTING ARTIST, MR. X

JAN. 2021 - JUN. 2021

Responsible for crafting sequential lighting setups and establishing templates for fellow artists' utilization. Additionally, I developed Nuke templates for others to adopt and apply in their shot creation processes. Collaborated with look development and other departments to fulfill requests from supervisors and clients.

LIGHTING ARTIST, MR. X

AUG. 2019 - JUN. 2020

I was tasked with assembling and lighting individual shots, crafting lighting rigs for sequences, and collaborating closely with the compositing team to ensure precise delivery of the required elements. This encompassed working on a diverse range of content, from full CG environments to set extensions.

CG ARTIST, MAGNETIC DREAMS

JUN. 2018 - SEPT. 2018

I began as an intern and progressed to become a freelance artist for the studio. I developed production tools and CG assets, providing assistance with various production shots.