

CHRISTOPHER PETTIGREW

SENIOR COMPOSITING ARTIST | UNREAL LIGHTING ARTIST

Burnaby, BC

cpettigrew1979@gmail.com

www.cpvfx.com

<http://www.imdb.com/name/nm2469313>

PROFESSIONAL PROFILE: Skilled, creative and versatile Compositing Artist with 17+ years of industry experience, including live-action and animated productions. Demonstrated expertise in roles within animation, feature films, made-for-stream, and episodic content creation. 3D Generalist, Lighting Artist, and Compositor adept using Maya, Nuke, and Unreal. Consistent in the delivery of high-quality work within established objectives for seamless project execution.

HIGHLIGHTS OF QUALIFICATIONS AND EXPERIENCE

- Over 17 years of industry experience leading teams of artists in both animated and live-action productions.
- Worked as a Compositor and lighting artist in animation, feature film, made-for-stream, and episodic pipelines.
- Experienced lighting and compositing using Unreal and Maya's pipelines using Nuke.
- 3D Generalist, Lighter and Compositor in May, Nuke and Unreal.
- Able to multitask, prioritize critical issues, and manage time efficiently to ensure the timely delivery of shots.
- Enjoys working with, helping train, collaborating, and creating to make the best shots possible.
- Proven track record working independently and within a group setting on multiple tasks, in the studio or at home, whatever works best for the studio situation.
- Proven to adapt to various shots/show styles and situations.
- Flexible and capable of building, following a working pipeline standard or pivoting to new tactics as the show needs. Whatever helps to get the project across the finish line.
- Used ShotGrid to organize and distribute shots.

TECHNICAL PROFICIENCIES

Nuke | Maya | After Effects | Unreal 4.7/5.1/5.3 | Unity | Windows
Linux | IOS | Sequencer | Movie Render queue | Arnold | Renderman

EDUCATOR EMPLOYMENT EXPERIENCE

VFX Educator, LaSalle College Vancouver, BC

July 2019 - Present

3D Digital Media Educator, Visual College of Art and Design, Vancouver, BC

August 2016 – Present

- Consistently ensure students have the skills and knowledge to continue into the industry.
- Helping students with Demo Reels.
- Prepare lessons to help with student's goals.
- Utilizing my skills from the industry to improve and enhance class activities and assignments
- Attempted to bring compositing best practices to the classroom
- Worked with other instructors to further student's education
- Designed new ways to reach the students and teach them what they need to know.

INDUSTRY EMPLOYMENT EXPERIENCE

Instructor

Visual collage of art and design, Vancouver, BC Educator/ Compositor/ CD supervisor/ Surfacing and lighting/ Onset consultant/ Production coordinator Aug 2016 - Present

Lasalle College, Vancouver, BC Educator/ Compositor/ CD supervisor/ Surfacing and lighting/ Onset consultant/ Production coordinator Jul 2019 - Present

Industry experience

IJAH Productions Inc., Remote, Devon, AB Senior Compositor/ Preproduction artist (concept, storyboarding, scriptwriter, show runner)/ CD supervisor/ Surfacing and lighting/ VFX onset consultant July 2004 - Present

Barnstorm VFX, Vancouver, BC Senior Compositor Sept 2021 - Aug 2023

VFX Legion, Vancouver, BC Senior Compositor Jan 2021 - Apr 2021

MAN, O WAR FILMS, Vancouver, BC Senior Compositor Feb 2019 - Jul 2019

Bardel Entertainment, Vancouver, BC Senior Compositor/ lighting/ surfacing Jun 2015 - Aug 2016

Zoic Studios, Vancouver, BC Senior Compositor/ paint and roto Aug 2013 - May 2015

Gener8 Digital Media Corp., Vancouver, BC Senior Compositor Oct 2012 - June 2013

Zoic Studios, Vancouver, BC Compositor Sept 2011 - May 2012

Digital Domain 2D BG, Vancouver, BC Paint and roto artist Sept 2010 - Mar 2011

EDUCATION

Unreal for VFX: Unreal Fundamentals

Thoughtful3D: Lighting for Cinema

3D Animation, Art Institute of Vancouver, Burnaby, BC

I graduated with a certificate in visual effects and minored in animation.

Recent Production Overview

2010 - present

I have been working as a Compositing Artist for over 17 years and have gained expertise in various aspects of the field. Throughout my tenure, I have acted as a point of contact for night shifts, worked as a Lead Artist responsible for completing multiple high-quality shots, and trained my peers.

Working on several productions has exposed me to diverse scenarios, and I have honed my skills in animation, plate prep, integration of full CG elements in shots, and compositing fully CG shots. As an artist, my expertise ranges from being on the line to a Lead Artist, and a freelance | remote Artist, where I have effectively managed and guided my team to deliver high-quality work within the given timeframe.

As a professional, I am committed to growing my abilities and those of my team while maintaining the highest standards of quality.

Please see Page 3 for a recent list of Productions I have been involved in.
Can provide an extensive list as requested.

PRODUCTIONS

Alien tour guide /NDA	2024 TBA
What do they even do? /NDA	2024 TBA
Desolate World Chronicles	2024 TBA
Big Sky	2023
Picard	2023
Belaire	2023
Yellowjackets	2022
The Flash (look Dev)	2022
Hunters	2022
EQ show pre-production	2022
Don't Breathe Again	2021
JMHS grad video	2020
Homeland	2020
"Subteralien Rescue" (Game Development)	2019
ROAM	2019
King Julian (DreamWorks studios, Netflix)	2016
Puss in Boots (DreamWorks studios, Netflix)	2016
I-Zombi	2015
Hundred	2015
Arrow	2015
Wayward Pines	2015
Hot Tub Time Machine 2	2015
Big Eyes	2015
Grownups 2	2015
Once Upon a Time: Wonderland Once Upon a Time, seasons 3 & 4	2014
Constantine	2014
Hemlock	2014