

Fabio Sciedlarczyk

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Technical Skills

- Solid knowledge of all aspects of a computer graphics production pipeline, with emphasis on Lighting, look development and node based compositing.
- Excellent lighting, shading, texturing and compositing skills.
- Comfortable with most modern path-tracer renderers and PBR workflows.

Software

Maya, RenderMan, V-Ray, Arnold, Corona, Substance Painter, Substance Designer, Mari, Katana, Nuke.

Education

- Associates degree in Digital Design at Anhembi Morumbi University in São Paulo.
- 8 week filmmaking degree at New York Film Academy - Los Angeles.
- CG workshop Lighting and Rendering in maya with Jeremy Birn.
- CG workshop Look Development and Image Based Lighting.
- CG workshop Compositing for Feature Animation.
- CG workshop Writing Shaders for Renderman and Mental Ray.
- FXPHD courses: On-Set Lighting; DSLR Cinematography Nature; Tools of the DOP; Intermediate RenderMan; Crafting the Scene; Directing.
- Attended to numerous workshops and courses including Clay Modeling with Alex Oliver; Nuke compositing with Andre de Souza (Animal Logic / Weta); 3D modeling with Mario Ucci (Red Knuckles); 3D workshop with Kris Costa (ILM).

Production Experience

Pixar Animation Studios www.pixar.com (2018)

2 month freelance doing a competitive landscape analysis for the RenderMan team.

O2 Filmes www.o2filmes.com.br (2015 -2017)

Senior Lighting and LookDev Artist.

Start Anima www.startanima.com.br (2015 - 2017)

Lighting TD, LookDev artist and VFX artist.

RTT www.rtt.ag (2013 - 2014)

Art Director.

Mol Toons www.moltoons.com.br (2011 - 2014)

Post Production Director.

Short Film (2011)

Director of Photography.

O2 filmes www.o2filmes.com (2009 - 2010)

3D Generalist.

Estudio Origami (October 2007 - January 2009)

CG director.

Trattoria www.trattoria.com (2004 - 2006)

Senior 3D generalist.

Freelance (2006 - 2018)

Multiple CG roles at **Oca Filmes, Atomo VFX Estudio, MOL, Atomic Arts, Black Maria, MTV, Casablanca Effects.**

Nominations and Awards

First Pixar RenderMan Art Challenge - First place winner.

Second Pixar RenderMan Art Challenge - First place winner.

Sketchfab Tennis Contest - First place winner.

Gramado - Nominated for best director of photography for the short film : "#".

Guarani Prize - Nominated for best Special Effects for the feature film: VIPs.

