

Matthew Graham Cooke – Senior Lighting Artist

Newport Beach, California. USA.

Telephone: 949 397 0139 - email: mail@matthewcooke.org.uk

Portfolio: www.matthewcooke3d.com

Profile.

Senior Lighting Artist and Director of Photography with advanced understanding of lighting, cinematography, camera theory and practice, mise-en-scène, dramaturgy, and visual storytelling, as well as a deep understanding of CG lighting technology; both real-time and off-line, global illumination, direct/indirect lighting, baked lighting, ray-tracing, PBR, color correction and color theory.

Professional Experience.

March 2016 – Present.

Senior Lighting Artist – Ready at Dawn Studios, USA.

Duties: Work with custom in-house technologies to light the ‘Lone Echo’ series; the flagship IP for the Oculus Rift Virtual Reality gaming platform, as well as subsequent titles. Use expertise in lighting and cinematography to create distinct atmospheres and memorable looks within the game environments, while working both independently, as part of the team at large, and along-side the Art Director to achieve the intended overall vision for the look and mood of the game.

Achievements

- Created a large number of memorable, diverse and dramatic lighting scenarios for large portions of ‘Lone Echo’, which were designed and optimized for the unique challenges presented by virtual reality.
- Took responsibility for all of the cinematic character lighting across Lone Echo by leveraging cinematography experience and photographic shot lighting expertise.
- Lead the efforts to improve our in-house photogrammetry workflow and adjusted our human scanning rig for optimal photographic conditions.

November 2014 – February 2016

Lighting Artist - Splash Damage, United Kingdom.

Duties - Create and maintain all elements of lighting and post processing. Work with the Art Director and environment art team to create color palette, look and atmosphere. Balance visual quality, technical limitations and performance. Contribute to the advancement of lighting technology.

Achievements

- Utilized photographic expertise to introduce a better overall camera exposure philosophy, and lead an effort to improve the studios’ approach to lighting by highlighting problems in the existing PBR pipeline and presenting solutions to be implemented for future projects.
- Mentored environment artists in lighting theory and practice, allowing them to help with support lighting tasks. Raised awareness for the requirements for, and benefits of, good lightmap uv layout within the environment art team.

2005 – 2015

Director of Photography/Cinematographer and Camera Operator. Freelance, represented by Intrinsic London (formerly Dinedor management)

Duties – Responsible for all photographic elements of filming, from pre-production to post-production, including, lighting, framing, lens choice, colour palette, highlighting costume, make-up and art direction considerations, photographic VFX considerations, post production colour grading. Collaborating directly with the director, production, VFX supervisor, all HOD’s, as well as selecting, managing and supervising the camera, lighting and grips crew. In-depth knowledge and experience with 35mm, 16mm, Alexa, Red along with most other major shooting formats, large-scale lighting set-ups, Motion Control, high-speed, chroma key, practical SFX, VFX and digital VFX.

Education

2003-2005

The London Film School – **Master of Arts (MA)**, Film Making, specialising in cinematography

2000-2003

The University of Leeds – **Bachelor of Arts, 1st class** (BA, joint honours, 1st class) Communication and cultural studies, with media.

1998-2000

The University of Leeds – **Certificate of Higher Education**, Food Science.

1994-1998

Framlingham collage – 3 A-levels, one AS level and 9 GCSE's

Awards/Accolades

Winner – Best Cinematography: Sydney Indie Film Festival 2016, Runner up: Limelight Film and Arts Awards 2011, Gold Award: California Film awards 2010,
Winner: Grand Prix European Des Premiers Film 2010, Winner: Cannes ONF Short Film, Berlinale Talent attendee 2006.

Organizations

Visual Effects Society (VES) - Member #5713

Talks/Panels

Game Developers Conference (GDC) 2017, San Francisco – The Future of Real-time Lighting.

Published Games

Lone Echo (2017- Ready at Dawn Studios)

Gears of War 4 (2016 – Splash Damage)

Gears of War Ultimate Edition (2015 – Slash Damage)

Selected Filmography

Feature films: The Thompsons (2012), Jump (2012) – as 2nd Unit DOP

TV Commercials: Samsung, Nokia, The Telegraph, Waitrose, CNN, Harper Collins.

TV Drama: (As Camera Operator) – The Wrong Mans 2 (BBC), Mr Selfridge season 2 (ITV), Two Doors Down (BBC).

See additional page for a more detailed credit list.

Software Proficiency

Maya, V-Ray, Mudbox, ZBrush, Photoshop, Unreal Engine 3 & 4, Houdini, Vue (Atmospheres), Substance Designer, Substance Painter, Quixel Suite, Unity, Mental Ray, Maxwell Renderer and Arnold.