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LIGHTING TECH ARTIST specializing in lighting, rendering, and compositing workflows. Experienced as both artist and developer on commercial and feature film productions.

Employment

Lighting & Compositing Artist (Reel FX, 2011-Present)

Arnold

Rock Dog (2016 Feature Film)

Along with lighting tasks, created a virtual sequencer for use in final rock concert sequence. Gave artists intuitive control of 300+ lights in the rig.

Houdini

Book of Life (2014 Feature Film)

Mantra

Lit and rendered shots in Houdini with Mantra, while also developing NUKE gizmos and scripts to help transition artists to new Houdini / Mantra pipeline.

Commercial production with clients including Victoria's Secret, Paramount Pictures, Sky Cable, Universal Studios Orlando, Shinola Detroit, and Chevrolet.

NUKE

Freebirds (2013 Feature Film)

RenderMan

Minion Mayhem (2012 / 2016 Universal Studios Motion Ride)

Ice Age: A Mammoth Christmas (2011 TV special)

Technical Artist (Reel FX, 2015-Present)

Python

Developed Python libraries for efficient creation of tools for Maya, NUKE, and Linux. Implemented robust metric collection, logging, and user feedback systems across all lighting tools.

PyQt / PySide

C++ (Novice)

Mentored artists on beginner and intermediate Python, creating a reusable curriculum for training and improving the code-awareness of our team.

Freelance Tutorial Author (Digital Tutors, 2011-2014)

Created online courses in "Guerrilla Production", meant to leverage small teams and individuals without significant pipeline support.

mental ray

Teaching Associate (UT Dallas, Spring / Fall 2011)

Maya

Developed curriculum for and instructed course "Introduction to Lighting and Compositing", including student assessment.

Seminars and Conferences

Industry Giants Conferences

Color Theory in Practice (2014)

Throwing away the color wheel in favor of understanding vision and design.

Procedural Texturing (2012)

Introduction to the math behind procedural texturing in spaces other than UV.

Digital Tutors: A Night of VFX in OKC

Creative Culture Shock (2011)

Explored the transition process from student to professional studio artist.

Education @ UT Dallas

33 Unit Hours, MFA

Arts & Technology (2011-2014)

Graduate-level courses included Digital Fabrication and Ground-Based LiDAR.

Bachelor of Arts

Arts & Technology (2010)

Senior capstone project: MEL-based cityscape generator "KludgeCity".

Uploaded to CreativeCrash in 2011, 35,000+ user downloads to date.