# JAMES FETTER
## SR. LIGHTING / COMPOSITING / LOOKDEV

### PERSONAL DETAILS

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| Name | James Fetter |
| Site | jamesfettervfx.com |
| Contact | 310-569-0422 |
| Email | thejamesfetter@gmail.com |

### EDUCATION

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|---|---|
| College | Atlanta College of Art |
| Degree | Bachelor of Fine Arts |

### EXPERIENCE / RESPONSIBILITIES

| EXPERIENCE | RESPONSIBILITIES |
|---|---|
| Crafty Apes<br>CG Generalist<br>04/2026 - current<br>“Jumanji: Open World”<br>“Only Murders in the Building” | Senior look development and lighting artist for feature film and TV series |
| Digital Domain<br>Sr. Look Development Artist<br>08/2025 - 11/2025 | Senior look development artist on an Apple series; currently not released |
| Digital Domain<br>Sr. Look Development Artist<br>07/2024 - 05/2025<br>“The Fantastic Four: First Steps”<br>“Captain America: Brave New World”<br>“A Minecraft Movie”<br>“Wizard of Oz: Sphere” | Senior look development artist working on multiple feature movies assets such as characters, clothing, warships, environmnets and props. I worked closely with texture atists and lighting artists creating materials and refining the textures to achieve the final approved look. |
| DreamWorks Animation<br>Sr. Lighter/Compositor<br>04/2022 - 01/2024<br>“Puss and Boots, The Last Wish”<br>“Trolls, Band Together”<br>“Kung Fu Panda 4” | Senior lighting and compositing artist for CG feature film. Worked closely with artists, leads and supervisors from all departments to start, work on and final shots in lighting and compositing. |
| SpinVFX<br>Sr. Lighter/Compositor<br>11/2021 - 03/2022<br>“King Aurthur”<br>“Raised By Wolves, Season 2”<br>“Umbrella Academy, Season 2”<br>“SpongeBob SquarePants Movie Rehydrated” | Senior lighting artist. Initial lighting setups, shot lighting and CG compositing for feature film and television. I worked closely with artists, leads and supervisors from all deparetments. Assemble scenes and elements in lighting, render out layers and passes and setup initial comps and also finaled shots. |
| Digital Domain<br>Lookdev Artist<br>“Spider-man No Way Home”<br>05/2021 - 09/2021 | Lookdev artist. Final lookdev for various characters, vehicles, props and costumes for feature movie. |
| Luma Pictures<br>Sr. Lead Lighter/Lookdev<br>“The Tomorrow War”<br>“Chaos Walking”<br>“Space Jam: A New Legacy”<br>“Godzilla vs. Kong”<br>“Birds of Prey”<br>“Dolittle”<br>“Spider-Man: Far From Home”<br>“Captain Marvel”<br>“Aquaman”<br>“Ant-Man and The Wasp”<br>“Black Panther”<br>“Thor: Ragnarok”<br>07/2017 - 10/2020 | Senior artist for look development, key lighting, shot lighting and compositing for live action feature films.<br><br>I work closely with final layout, animation, fx, lookdev department, lighters and supervisors to create, refine and final shots. I am primarily a lead lighter and shot lighter for all of the shows I work on.<br><br>I also help in the look development department to create shading networks and to guide other artists in developing looks and the final materials.<br><br>I create the initial comp for the comp artists to use as the lighting passes are split out. It is essential that the passes are put back together properly and are used effectively. |

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| EXPERIENCE | RESPONSIBILITIES |
| --- | --- |
| **Sony Pictures Imageworks**<br>**Sr. Lighter/Compositor**<br>**“The Emoji Movie”**<br>**10/2016 - 06/2017** | **Senior Technical Director for look development, key lighting and compositing for an all CG feature. I worked closely with final layout, animation, fx and supervisors to help final shots.** |
| **Luma Pictures**<br>**Sr. Lighter/Compositor**<br>**“Underworld: Blood Wars”**<br>**09/2016 - 09/2016** | **lighting and compositing artist for live action feature.** |
| **Method Studios**<br>**Sr. Lighter**<br>**“Commercial for Apple”**<br>**08/2016 - 08/2016** | **lighting artist.I worked with comp for a product television commercial.** |
| **Sony Pictures Imageworks**<br>**Senior Lighting TD**<br>**“Hotel Transylvania 2”**<br>**“Alice in Wonderland: Through the Looking Glass”**<br>**11/2014 - 03/2016** | **Senior Technical Director for look development, lighting, rendering and compositing. I worked closely with multiple departments such as animation, FX and Texture Paint for an all CG feature and a live action feature.** |
| **Industrial Light and Magic**<br>**Lighting TD**<br>**“Teenage Mutant Ninja Turtles”**<br>**05/2014 - 07/2014** | **Technical Director for lighting and rendering on a live action feature. Lit shots from the beginning to the end. I worked closely with animation, creature development, FX and compositors to help final shots.** |
| **Freelance**<br>**“Haunted House 2”**<br>**Live Action Compositing**<br>**02/2014 - 02/2014** | **keyed out greenscreens, paint and roto, tracked in elements, put in 2D FX and comped shots for final look for live action feature.** |
| **Look FX**<br>**Live Action Compositing**<br>**“Bones”**<br>**12/2013 - 12/2013** | **keyed out greenscreens, paint and roto, tracked in elements and comped shots for a television show.** |
| **Freelance**<br>**“Bad Asses 2”**<br>**Live Action Compositing**<br>**07/2013 - 10/2013** | **keyed out greenscreens, paint and roto, tracked in elements, added 2D FX and comped shots for a live action feature.** |
| **Naughty Dog**<br>**Cinematic Lighting and Compositing**<br>**“The Last of Us”**<br>**10/2012 - 05/2013** | **lighter for environments and characters for gaming cinematics from start to finish. Lighting and comp for a feature AAA game.** |
| **Sony Pictures Imageworks**<br>**Lighting TD and CG/Live Action Compositing and LookDev**<br>**“Cloudy With a Chance of Meatballs”**<br>**“Cats and Dogs 2”**<br>**“Zoo Keeper”**<br>**“Smurfs”**<br>**“Hotel Transylvania”**<br>**03/2009 - 08/2012** | **Technical Director for lighting, rendering and compositing for all CG and live action features. Responsible for setting up lighting, rendering out passes and compositing everything for final look from start to finish. Look development and texture paint on “Hotel Transylvania.”** |
| **Artistic Image**<br>**Lighting, CG Compositing, FX**<br>**“Various web and TV commercials and concepts”**<br>**“Ford”**<br>**“Coca Cola”**<br>**01/2008 - 03/2009** | **Lead lighting and rendering artist for a series of commercials and large print format for various clients. Greenscreens, roto and paint, tracking, 3D/2D FX, and final compositing.** |

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## SR. LIGHTING / COMPOSITING / LOOKDEV

### EXPERIENCE

**Fathom Studios**
**Lighting, CG Compositing, FX, and Crowd Simulation**
**“Delgo”**
**01/2005 - 12/2007**

### RESPONSIBILITIES

**Started out in crowd layout and transitioned to the lighting department. Responsible for lighting, shading, rendering passes and compositing shots for an all CG feature.**

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## PROFILE


jamesfettervfx.com
thejamesfetter@gmail.com
310-569-0422


Hello. I am a Senior lighting artist for film, television and game cinematics. I am also proficient at compositing and look development as they accompany and compliment lighting.

I have a good eye and mind for creativity. I have worked in the industry for over 18 years integrating CG and Live action for film, animation, television and game cinematics. The main skills that I bring to the table are creating and fine-tuning lighting, shadows and shaders for shots, rendering layers and compositing all of the layers for the final look. I am proficient in look development and compositing, but my main concentration has always been in lighting for both all CG films and Live action films.
I have worked with various companies including Sony Pictures Imagesworks, Industrial Light and Magic, Luma Pictures and Dreamworks where I have contributed my input and artistic skills.

I graduated with a BFA from Atlanta College of Art and I have a strong sense for classical arts as well as contemporary concepts. I have a strong work ethic for working as a team and as an individual. My skill set allows me to be experimental, conceptual and also practical.

## SKILLS

### Specialties
Lighting
Shading
Rendering
Look Development
Compositing
Team Work
Creative Input
Creative Problem Solving

### Programs
Katana
Houdini/Solaris
Maya
Nuke
Arnold
V-Ray
Renderman

### Knowledge
Light
Color Theory
Composition
Photography
Drawing
Painting