

JAME S FETTER
SR. LIGHTING / COMPOSITING / LOOKDEV

 PERSONAL DETAILS

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

 EDUCATION

College	Atlanta College of Art
Degree	Bachelor of Fine Arts

 EXPERIENCE

Digital Domain
Sr. Look Development Artist
08/2025 - 11/2025

Digital Domain
Sr. Look Development Artist
07/2024 - 05/2025
"The Fantastic Four: First Steps"
"Captain America: Brave New World"
"A Minecraft Movie"
"Wizard of Oz: Sphere"

DreamWorks Animation
Sr. Lighter/Compositor
04/2022 - 01/2024
"Puss and Boots, The Last Wish"
"Trolls, Band Together"
"Kung Fu Panda 4"

SpinVFX
Sr. Lighter/Compositor
11/2021 - 03/2022
"King Aurthur"
"Raised By Wolves, Season 2"
"Umbrella Academy, Season 2"
"SpongeBob SquarePants Movie Rehydrated"

Digital Domain
Lookdev Artist
"Spider-man No Way Home"
05/2021 - 09/2021

Luma Pictures
Sr. Lead Lighter/Lookdev
"The Tomorrow War"
"Chaos Walking"
"Space Jam: A New Legacy"
"Godzilla vs. Kong"
"Birds of Prey"
"Dolittle"
"Spider-Man: Far From Home"
"Captain Marvel"
"Aquaman"
"Ant-Man and The Wasp"
"Black Panther"
"Thor: Ragnarok"
07/2017 - 10/2020

Sony Pictures Imageworks
Sr. Lighter/Compositor
"The Emoji Movie"
10/2016 - 06/2017

 RESPONSIBILITIES

Senior look development artist on an Apple series; currently not released

Senior look development artist working on multiple feature movies assets such as characters, clothing, warships, environments and props. I worked closely with texture artists and lighting artists creating materials and refining the textures to achieve the final approved look.

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.

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 departments. Assemble scenes and elements in lighting, render out layers and passes and setup initial comps and also finalized shots.

Lookdev artist. Final lookdev for various characters, vehicles, props and costumes for feature movie.

Senior artist for look development, key lighting, shot lighting and compositing for live action feature films.

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.

I also help in the look development department to create shading networks and to guide other artists in developing looks and the final materials.

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.

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.

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EXPERIENCE

Luma Pictures
Sr. Lighter/Compositor
"Underworld: Blood Wars"
09/2016 - 09/2016

Method Studios
Sr. Lighter
"Commercial for Apple"
08/2016 - 08/2016

Sony Pictures Imageworks
Senior Lighting TD
"Hotel Transylvania 2"
"Alice in Wonderland: Through the Looking Glass"
11/2014 - 03/2016

Industrial Light and Magic
Lighting TD
"Teenage Mutant Ninja Turtles"
05/2014 - 07/2014

Freelance
"Haunted House 2"
Live Action Compositing
02/2014 - 02/2014

Look FX
Live Action Compositing
"Bones"
12/2013 - 12/2013

Freelance
"Bad Asses 2"
Live Action Compositing
07/2013 - 10/2013

Naughty Dog
Cinematic Lighting and Compositing
"The Last of Us"
10/2012 - 05/2013

Sony Pictures Imageworks
Lighting TD and CG/Live Action Compositing and LookDev
"Cloudy With a Chance of Meatballs"
"Cats and Dogs 2"
"Zoo Keeper"
"Smurfs"
"Hotel Transylvania"
03/2009 - 08/2012

Artistic Image
Lighting, CG Compositing, FX
"Various web and TV commercials and concepts"
"Ford"
"Coca Cola"
01/2008 - 03/2009

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



RESPONSIBILITIES

lighting and compositing artist for live action feature.

lighting artist. I worked with comp for a product television commercial.

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.

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.

keyed out greenscreens, paint and roto, tracked in elements, put in 2D FX and comped shots for final look for live action feature.

keyed out greenscreens, paint and roto, tracked in elements and comped shots for a television show.

keyed out greenscreens, paint and roto, tracked in elements, added 2D FX and comped shots for a live action feature.

lighter for environments and characters for gaming cinematics from start to finish. Lighting and comp for a feature AAA game.

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."

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.

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



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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
Maya
Nuke
Arnold
V-Ray
Renderman



Knowledge

Light
Color Theory
Composition
Photography
Drawing
Painting