

SKILLS

- Full CG Lighting
- Look Development
- CG integration
- CG Sequence Set up
- FX rendering
- Compositing
- Rendering
- Scripting
- Render Wrangling
- Hard surface modeling
- Organic modeling
- Sculpting
- UV mapping
- Texture painting

SOFTWARE

- Maya
- Clarisse
- Katana
- Renderman
- Arnold
- Redshift
- Vray
- Nuke
- Houdini
- Python
- Zbrush
- Mari
- Photoshop
- Shotgun
- Qube
- Microsoft Office
- Linux / Windows / Mac

IGNACIO (NACHO) GASCÓ

LIGHTING & LOOK DEVELOPMENT

ELIGIBLE TO WORK IN CANADA

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I am a Lighting and Look Development Artist with experience in feature film and TV. I have been part of visual effects projects as well as full CG animated endeavors. Technical troubleshooting combined with the artistic choices it involves makes Lighting and Look Dev my passion.

WORK EXPERIENCE

Lighting TD, August 2021 - Present
Industrial Light & Magic, Vancouver, Canada
Lost Ollie (2022)

Visual Effects Instructor, June 2021 - Present
Think Tank Training Center

Lighting TD, Mar 2018 - Present
DNEG, Vancouver, Canada
Dune (2021), Venom: Let There Be Carnage (2021), Greyhound (2020),
Hobbs & Shaw (2019), Deadpool 2 (2018), Godzilla: King of the monsters (2019)

Lighting & Look Dev Artist, Aug 2016 - Mar 2018
Hydraulx Visual Effects, Vancouver, Canada
Stranger Things 2 (2017), Rampage (2018), Baywatch (2017), Death Note (2017)

Lighting Artist, Nov 2015 - Aug 2016
Rainmaker Entertainment, Vancouver, Canada
Bob The Builder: Mega Machines (2017)

EDUCATION

Vancouver Film School, Vancouver, BC, Canada
Oct 2014-Oct 2015, Diploma with Honors: 3D Animation & Visual Effects

Escola Massana, Barcelona, Spain
Sep 2009-Jun 2014, Bachelor's Degree: Art & Design, Emphasis in Visual Storytelling

ADDITIONAL TRAINING

Elephant VFX, Online
2020, Katana Fastrack
2018, Look Dev for environments with Xuan Prada

Schoolism, Online
2020, Tonko House, Painting with Light and Color

OTHER INTERESTS

Fine Arts, focus on painting.
Soccer. Played the VFX soccer tournament 2016, 2017 and 2018.

References available upon request

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