

SKILLS

- CG Lighting
- Look Development
- CG integration
- CG Sequence Set up
- Compositing
- Rendering
- Scripting
- Render Wrangling
- Hard surface modeling
- Sculpting
- UV mapping

SOFTWARE

- Maya
- Katana
- Clarisse
- Renderman
- Arnold
- Redshift
- Vray
- Nuke
- Houdini
- Python
- Lua
- Zbrush
- Photoshop
- Shotgun
- Office

IGNACIO (NACHO) GASCÓ

LIGHTING & LOOK DEVELOPMENT

SPANISH-CANADIAN DUAL CITIZEN

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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

Sr. Lighting TD, August 2021 - Present
Industrial Light & Magic, Vancouver, Canada
The Mandalorian, season 3 (2023), Lost Ollie (2022)

Visual Effects Instructor, June 2021 - September 2022
Think Tank Training Center, North Vancouver, Canada

Lighting TD, Mar 2018 - July 2021
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

ADDITIONAL TRAINING

Elephant VFX, Online. Katana Fastrack & Look Dev for environments

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

OTHER INTERESTS

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