

TESSA MAPP

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I am an accomplished and experienced Technical Director with specialist skills in lighting and compositing. In addition I have a natural ability for shading, texturing and look development. I am looking for interesting work in the Bristol and Bath area.

QUALIFICATIONS

First class BA (Hons)
Computer Visualisation and Animation
Bournemouth University, UK.
2000–2003

Art (A) History of Art (A) General Studies (B) Mathematics (C) A Levels, Physics (C) AS level
Notre Dame High School, Norwich, UK. 1993–2000

Distinction Grade 8 Cello
Trinity College April 2011

CAREER HISTORY

Lighting /Look dev/ Render TD

Aug 2012 to March 2013, Western Post, Vancouver, Canada.

Working on 'Super Buddies' a Disney 'Buddies' DVD feature film. I was solely responsible for setting up lighting and render layers on 3 hero Characters (head and face replacements on full body human puppets). With an efficient pipeline in place I then lit over a 100 shots in total in the final months. Additionally delivered around 20 full CG dog shots, matching lighting and dog costumes to plates, working with and delivering requested layers to compositors. Look Dev included some more complex shading and texturing work on Alien characters, dog costumes and fur.

Initially I worked part time 3 days a week and then 4 days a week in the final months. I was responsible in part for managing/scheduling my own workload using shotgun which was completed a few days ahead of schedule. I was also mentoring other lighters and created documentation for lighting tools developed specifically for the unique face replacement pipeline at Western Post.

Freelance TD and Tessa Mapp

Oct 2007 to Jan 2012

Always meeting strict deadlines, tackling technical and visual problems, working closely with team members and directors on various commercials. Independently produced 3d animation for presentations, websites and high quality stills for print, including work for the BBC, the National Trust, Cheltenham Festivals and Goldbrick House. Acting as a mentor to young professionals, online mentor and guest lecturer for National Centre for Computer animation, and writing and producing images for 3d World Magazine. Clients include: Aardman Animations – Bristol UK, A Large Evil Corporation – Bath, Document (formerly Tijuana Design), 422 South, Hello Charlie, Thought Den, ITV, 3Dworld Magazine, Bournemouth University

Freelance shots Technical Director

April 2007 to June 2007, Weta Digital, Wellington, New Zealand.

Worked under pressure on the finishing touches in film lighting department, delivering layers for the compositors. Learning complex pipeline and in-house software fast to get the job done. Visual Effects on two Feature films, 'Waterhorse' (2007) 'Fantastic 4 Silver Surfer' (2007).

Senior Lighting and Compositing Technical Director

Sept 2005 to Oct 2006, Animal Logic, Fox Studios Australia, Sydney.

Worked on the Oscar winning Feature film 'Happy Feet'. I was given added responsibilities training newcomers and key-lighting two large and challenging sequences. This involved look development with Art Directors, but also working with and overseeing a team of lighters. In the final weeks I was moved between teams to help out on some of the trickiest shots. I really feel I had a positive influence on the project and the people I worked with.

Lighting Technical Director

June 2004 to July 2005, Indestructable Production Com. Pinewood Studios.

High volume, fast turnaround, daily deliveries, working closely with directors, animators and compositors in a close knit team.

Junior Technical Director July to Sept 2002 Framstore-cfc, London.

KEY SKILLS

Observing and understanding

Being able to quickly make a visual analysis, identifying key areas for improvement enabling me to effectively tackle creative tasks.

Varied Experience

Having worked at a wide variety of companies internationally and run my own business I have the experience needed to settle into new workflows with no fuss. Working as part of a team, independently, or in a senior supervisory role.

Technical skills

I am an excellent problem solver and am unfazed by everyday technical challenges. I often contribute to smooth running pipeline tools resulting in increased productivity and improved creativity. I understand programming concepts and have knowledge of mel and RSL.

Time management

Getting work done on time and budget keeps everyone happy. I understand how vital communication is. I am experienced at prioritising while staying flexible to accommodate everyone's needs. I am fully capable of balancing my workload in a part time role.

Flexibility

A good technical and generalist ability enable me to liaise efficiently between departments, clients and directors and make me valuable to any production. I am enthusiastic about CG and I am always keen to gain and pass on knowledge.

Software

I adapt easily to new and proprietary software. I am a confident Maya user and am comfortable using node based compositors such as Nuke. I use Photoshop for design and texturing. I have experience with Renderman and Mental Ray in various pipeline setups.

OTHER INTERESTS

■ As a cellist, I have played in an amateur orchestra, a cello ensemble, and casually with friends. I aspire to reach a very advanced level.

■ I enjoy traveling the world, crafts and cycling.