



Lighting for Animation: The Art of Visual Storytelling

By Jasmine Katatikarn, Michael Tanzillo

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Lighting for Animation is designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on:

- Creating mood and storytelling through lighting
- Using light to create visual shaping
- Directing the viewer's eye with light and color
- Gathering and utilizing reference images
- Successfully lighting and rendering workflows
- Render layers and how they can be used most effectively
- Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence
- Material properties and their work with lighting
- Compositing techniques essential for a lighter
- A guide on how to start your career and achieve success as a lighting artist

This book is not designed to teach software packages?there are websites, instructional manuals, online demos, and traditional courses available to teach

you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful.

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Editorial Review

About the Author

P. Jasmine Katatikarn is a Senior Lighting Technical Director at Blue Sky Studios. She holds a B.A. in economics/art history from Vassar College and received her Master of Science in Digital Imaging and Design degree from NYU. After graduate school, she began working in the field of 3D medical visualization and moved onto vfx/commercial work, working at The Mill, Framestore, and Rhinofx for seven years before moving into feature animated film work at Blue Sky Studios. Her lighting credits include *Peanuts*, *Rio 2*, *Epic*, *Ice Age: Continental Drift*, *Rio*, *Ice Age: Dawn of the Dinosaurs*, *Ghost Town*, and *The Nanny Diaries*.

Michael Tanzillo is a Senior Lighting Technical Director at Blue Sky Studios. He began his career as a photographer and studio artist after completing his BFA degree in Photography from Ohio State. Michael switched his career focus and freelanced as a 3D artist before attending the Savannah College of Art and Design and receiving his MFA in Visual Effects. In 2008, Michael joined the lighting team at Blue Sky Studios and his lighting credits include *Peanuts*, *Rio 2*, *Epic*, *Ice Age: Continental Drift*, *Rio*, *Scrat's Continental Crack-up*, and *Ice Age: Dawn of the Dinosaurs*. Michael has also been credited as a compositing artist on multiple projects.

In 2012, Jasmine and Michael co-founded the online school tdu (www.td-u.com). Together they teach lighting courses and develop web-based curriculum in multiple disciplines to train students on the artistic side of animation and visual effects.

Users Review

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