

# Partha Bhadra

## Lighting Artist

***Academic Qualification : Diploma Program in 3D Animation & Film Making***

### ***Objective :***

Over 5+ years experience in CG production, I specialize in Lighting Shading and Compositing, and VFX. I use advanced lighting techniques (IBL, Final Gathering, HDRI) I am well versed with Nuke, Modo and many current aspects of 3D/CG Production.

### ***Software Exposure :***

Expert : Maya, Mental Ray, Arnold, Nuke  
Proficient : 3Delight, Modo, Fusion, Photoshop,  
Familiar : V-ray, 3dsMax, After Effects, Shotgun,

### ***Skills :***

Lighting, Rendering, Shading.  
Well versed with Compositing Software.  
Strong artistic skills.  
Excellent organizational and interpersonal skills.  
Experience with Windows and Linux platform.  
Good Photography skills.

### ***Organizational Experience :***

Name of Company: Vertex Volt Pvt. Ltd.

Location: Mumbai.

Duration: 2016 to Present.

Name of Company: Assemblage Entertainment Pvt. Ltd.

Location: Mumbai.

Duration: December 2013 to December 2015

Name of Company: Forever After Studio.

Location: Mumbai.

Duration: July 2013 to November 2013

Name of Company: Maya Digital Studios

Location: Mumbai.

Duration: 2011 to july 2013

Name of Company: Morcan Studios

Location: Mumbai.

Duration: 2010 to july 2011

## ***Project Experiences :***

### **Assemblage Entertainment Pvt. Ltd.**

#### ***Projects -***

##### **Norm of the North (Movie)**

**Team Size :** 35

**Software Used :** MAYA, Modo and Solid Angle Arnold Renderer on Linux platform.

**Project Link :** <http://www.normofthenorth.movie/>  
[https://www.youtube.com/watch?v=u8A\\_F5oYJGI](https://www.youtube.com/watch?v=u8A_F5oYJGI)

##### **Blinky Bill (Movie)**

**Team Size :** 30

**Software Used :** MAYA and Solid Angle Arnold Renderer on Linux platform.

**Project Link :** <http://www.blinkybill.com.au/>  
<https://www.youtube.com/watch?v=sc9SSM8PuBc>

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##### **The Swan Princess: Princess Tomorrow, Pirate Today!**

**Team Size :** 10

**Software Used :** MAYA and Solid Angle Arnold Renderer on Linux platform.

**Project Link :** [http://www.imdb.com/title/tt3559422/?ref=fn\\_al\\_tt\\_5](http://www.imdb.com/title/tt3559422/?ref=fn_al_tt_5)

##### **Alpha & Omega (DVD 3 and DVD5)**

**Team Size :** 24

**Software Used:** MAYA and 3Delight on Linux platform.

**Project Link :** <http://lionsgateathome.com/alpha-and-omega/>  
<https://www.youtube.com/watch?v=Zu1cAu1DRLw>  
<https://www.youtube.com/watch?v=-X3UpFF8pwk>

#### ***Job Description -***

- Worked with the CG Supervisors and Creative/Art Directors to create the desired look and feel of the backgrounds.
- Setup master lighting of the Character and BG.
- Lighting with Arnold Render and creating a semi-final compositions for lighters with Nuke.
- Lighting, Shading and look development on multiple projects in various styles.
- Troubleshooting of complicated lighting scene and render problems.
- Develop and creating production light rigs, lighting workflows, tools and organizing rendering.
- Helped increase quality of shading by upgrading Mental ray shaders to Arnold shaders.
- Building shader networks in Slim for the surfacing Dept.
- Helped to integrate 'The Foundry Modo' to existing pipeline.
- Assist Pipeline Developer with pipeline design.

## FOREVER AFTER STUDIO

### **Projects -**

#### **The Swan Princess: A Royal Family Tale**

<http://www.imdb.com/title/tt3559422/>

<https://www.youtube.com/watch?v=DTORV08v430>

#### **Alpha and Omega 2: A Howl-iday Adventure**

<http://www.imdb.com/title/tt3111728/>

<https://www.youtube.com/watch?v=rmsBYEYmmq0>

#### **A Monsterous Holiday**

<https://www.youtube.com/watch?v=6-qzA9IGU0M>

<http://www.imdb.com/title/tt3229044/>

### **Job Description -**

- Worked with the Lighting Supervisors and Compositing supervisor to create the desired look and feel of the backgrounds.
- Setup master lighting of the BG's.
- Lighting with Mentalray Render and compositing with Nuke on Linux platform.
- Troubleshooting of complicated lighting scenes and render problems.
- Helped increase quality of shading by making shader library.
- Building shader networks for the surfacing Dept.
- Helped to design the process of pipeline for some of the projects.

## MAYA DIGITAL STUDIO

### **Projects -**

#### **Motu Patlu (TV SERIES)**

#### **The Centsables (TV SERIES)**

#### **Mahabharat (TV SERIES)**

### **Job Description -**

- Worked with the Lighting Supervisors and Compositing supervisor to create the desired look and feel of the backgrounds.
- Setup master lighting of the BG's.
- Lighting with Mentalray Render and compositing with Fusion.
- Troubleshooting of complicated lighting scenes and render problems.
- Helped increase quality of shading by making shader library.
- Building shader networks for the surfacing Dept.
- Helped to design the process of pipeline for some of the projects.

### ***Educational Qualifications:***

<b>Year</b>	<b>Degree</b>	<b>Institute / University</b>	<b>Percentage of Marks</b>
2009	B.Com	The University of Calcutta	43.00%
2006	Higher Secondary	W.B.C.H.S.E.	52.70%
2004	Matriculation	W.B.B.S.E	54.13%

### ***Personal Details :***

Date of Birth : 19th April, 1988  
Permanent Residence : 1982, Nayabad, Jadavpur Co-operative Housing Society, Plot No- 79 P.O.-  
Mukundapur Kolkata, West Bengal Pin – 700094  
Nationality : Indian  
Mail-ID : bhadra.partha@gmail.com  
Skype ID : partha\_bhadra  
Phone : +91 7208491145  
Language Spoken : English, Hindi, Bengali

***Strengths:*** Never say die attitude, self-motivative, team worker with leadership qualities.

***Hobbies:*** Photography, Gaming, Listening music.

Place : Mumbai

Date :

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(Partha Bhadra)