

# Mark Osborne

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## *Shot Breakdown*



### ***Night at the Museum***

Junior Lighting TD

- Shot Lighting of Museum Animals
- Light placement, Rendering, 2D Color balancing



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### ***Night at the Museum***

Junior Lighting TD

- Shot Lighting of Rexy
- Light placement, Rendering, 2D Color balancing



***The Golden Compass***

Lighting TD

- Shot Lighting of Animals
- Light placement, Rendering, 2D Color balancing



***The Golden Compass***

Lighting TD

- Shot Lighting of Animals
- Light placement, Rendering, 2D Color balancing



***The Incredible Hulk***

Lighting TD

- Shot Lighting of Hulk and Table Straps
- Light placement, Rendering, 2D Color balancing



***The Incredible Hulk***

Lighting TD

- Shot Lighting of Hulk
- Minor shot specific shader adjustments
- Light placement, Rendering, 2D Color balancing



***The Incredible Hulk***

Lighting TD

- Shot Lighting of Abomination
- Indirect Lighting from camera projected street textures
- Light placement, Rendering, 2D Color balancing



***The Incredible Hulk***

Lighting TD

- Shot Lighting of Hulk
- Minor shot specific shader adjustments
- Light placement, Rendering, 2D Color balancing



***Night at the Museum: Battle of the Smithsonian***

Lighting TD

- Sequence/Shot Lighting of Statues and Octopus
- Sequence light rig setup, Rendering
- 2D Color balancing



***Night at the Museum: Battle of the Smithsonian***  
Lighting TD

- Sequence/Shot Lighting of Cherubs and Octopus
- Sequence light rig setup, Rendering
- 2D Color balancing
- HDRI manipulation for Octopus Reflections



***Night at the Museum: Battle of the Smithsonian***  
Lighting TD

- Shot Lighting of Hourglass
- Light placement, Rendering, 2D Color balancing



***Aliens in the Attic***

Lead Lighting TD

- Sequence/Shot Lighting of Alien and tools
- Sequence light rig setup, Rendering
- 2D Color balancing



***Alvin and the Chipmunks: The Squeakquel***

Lead Lighting TD (International)

- Shot Lighting of Chipmunks
- Light placement, Rendering, 2D Color balancing



***Yogi Bear***

Lead Lighting TD (International)

- Sequence/Shot Lighting of Bears
- Sequence light rig setup, 2D Color balancing
- Stereo Rendering



***Yogi Bear***

Lead Lighting TD (International)

- Sequence/Shot Lighting of Yogi
- Sequence light rig setup, 2D Color balancing
- Stereo Rendering



***HOP***

Lead Lighting TD (International)

- Sequence/Shot Lighting of EB
- Sequence light rig setup, Rendering
- 2D Color balancing



***HOP***

Lead Lighting TD (International)

- Sequence/Shot Lighting of Dad EB
- Light placement, Rendering, 2D Color balancing