

Brian Nathaniel Lesiangi

LOOK DEVELOPMENT & LIGHTING ARTIST



Contact

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Education

Savannah College of Art and Design

MFA in Animation (June 2019)

Overall GPA: 4.0

SCAD Achievement Honors Scholarships

SCAD Academic Honors Scholarships



Software

MODELING

Autodesk Maya

Autodesk 3ds Max

Zbrush

Marvelous Designer

TEXTURING/SURFACING

Substance Painter

Substance Designer

Mari

Quixel Mixer

LIGHTING/RENDERING

Arnold

Vray

Redshift

Renderman

Unreal Engine 4

COMPOSITING

Nuke

OTHER

MEL/Python

Adobe Suite

Houdini

Blueprint



Production Experience



Psyop

CG Generalist and Real-time TD
(July '19 - Present)

Responsible for modeling, surfacing and lighting for various commercials. Also contributed in establishing real-time rendering pipeline.

Projects:

- Aldi UK: Christmas Launch Advert. 2019

- Clash Royale Animation: Deck The Arena!

- Brawl Stars Animation: Piper's Sugar & Spice

- Brawl Stars Animation: Barley's Last Call!

- LOST & CROWNED: A Clash Short

- The Next Mass Effect - Official Teaser Trailer



The Mill

Collaborative Mentorship Class
(August '18 - November '18)

Collaborated on a small team of 4 students. Responsible for look developing, lighting and real-time integration in Unreal Engine 4.



Turn 10 | Microsoft Studios

Summer Associate
(June '18 - August '18)

Worked on various lighting and look development projects while learning the AAA real-time pipeline from Forza Motorsports.

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Project Highlights



Balinese Temple

A cinematic real-time project made in Unreal Engine 4. Responsible for all aspects from photoscan, modeling, surfacing, lighting, FX and grading.

Full project breakdown

Software used: Reality Capture, Zbrush, Maya, Substance Painter, Nuke, Unreal Engine 4



Aldi UK - Christmas Launch Advert. 2019

Responsible for a few character and props modeling, surfacing and lighting for the majority of the spot. Also helped setting up the pyro fx integration in all the shots.

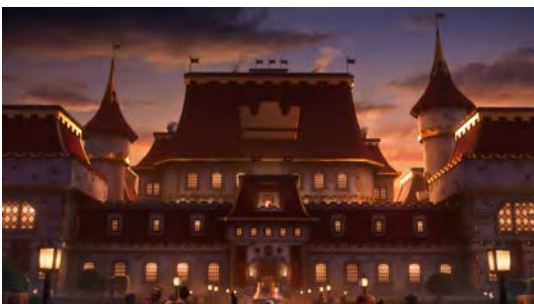
Software used: Zbrush, Maya, Substance Painter, Arnold, Nuke



Brawl Stars Animation

Responsible for props and environment modeling, surfacing and lighting. For Piper spot, I was responsible for the majority of the interior shots while also help setting up exterior shots light rig. For Barley spot, I was responsible for all the 2D vision shots, the majority of the close up shots and integrating the 2D FX

Software used: Zbrush, Maya, Substance Painter, Arnold, Nuke



LOST & CROWNED: A Clash Short

Mainly responsible for shot lighting from mid towards the end of the short film. Also helped setting up initial asset lookdev.

Software used: Zbrush, Maya, Arnold, Nuke



The Next Mass Effect - Official Teaser Trailer

Responsible for assembling and creating the look for all of the snow vistas including shot lighting. Also created a procedural snow footprint fx for the close up shot.

Software used: Zbrush, Maya, Substance Painter, Arnold, Nuke

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Awards and Publications

GODSPEED

"Godspeed" is a story about a mother saying goodbye to her son at the airport. The son wants a hug, but the reserved mother is reluctant to do so. The conflict between the two is amplified by their facial expressions, visualizing the weight of struggle each of them is experiencing.

Responsible for Art Direction and Supervising VFX Production including Surfacing, Lighting, CFX and Comp.

WINNER

Aryan International Children's Film Festival of Jaipur India (2019)
Berlin Flash Film Festival (2019)
California International Shorts Festival (Summer)
Festigious (2019)
Florence Film Awards (2019)
Florida Film Academy International Student Film Festival
Independent Shorts Awards (Gold)

Latitude Film Awards
Los Angeles Film Awards (2019)
New York Film Awards (June 2019)
Queen Palm - International Film Festival
Short Film Factory (2019)
Short To The Point - Best Mini Short (2019)

OFFICIAL SELECTION

Animarte! (2019)
Animation Short Film Night (2019)
Black Cat Picture Show (2019)
Cortoo Dino (2019)
Crown Wood International Film Festival (2019)
Dumbo Film Festival (2019)
Gold Movie Awards (2019)
Georgia Shorts Film Festival (Fall 2019)
Indie Visions Film Festival (2019)
Jelly Film Festival Finalist (2019 Season 3)

Kansas 19th Annual International Film Festival (2019)
Love International Film Festival - Finalist (2019)
Micro Mania Film Festival (2019)
Overmountain Animation Festival (2019)
Ojai Short Film Fest (2019)
Pune Short Film Festival (2019)
Rolling Ideas - Finalist (2019)
SCAD - Savannah Film Festival (2019)
St. Lawrence International Film Festival (2019)
WACQ - Film & Faith International Film Festival (2020)

Balinese Temple

A MFA Thesis project made in Unreal Engine 4. I used Reality Capture for photogrammetry, combined with Substance and Zbrush for assets creation. In addition, I used Quixel Megascans and Epic Games free assets along with Houdini for foliage generation to quickly build the environment.

OFFICIAL SELECTION

ACM SIGGRAPH '19 | Education Committee
The Rookies - Excellence Awards

PUBLICATIONS

Balinese Temple: Telling a powerful story through UE4 environments (Epic Games Project Feature)