

# FRANCES KUMASHIRO

1249 Sonora Avenue, Glendale, California 91201  
(818) 724-7381

OBJECTIVE—To obtain a position as a 3D Lighting/Compositing Artist

**Specializing In:** *Character Lighting to enhance storytelling*

## WORK EXPERIENCE

January 2013—Sept 2013 • **SONY PICTURES IMAGEWORKS** : Vancouver, BC, Canada  
3D Lighting/Compositing “CLOUDY with a chance of MEATBALLS 2” : CG animated feature film

- Lighting/Key Lighting, Final Lighting, Compositing and Stereo of CG characters and environments with FX levels utilizing Katana, Arnold and Nuke.

October 2004—October 2010 • **WALT DISNEY FEATURE ANIMATION**: Burbank, California

3D Lighting/Compositing “TANGLED”: CG animated feature film

- Key Lighting and Compositing of CG characters and environments with FX levels utilizing Maya, DLight, Renderman and Shake.

Color Styling/Compositing “THE PRINCESS and the FROG”: Traditional Animation feature film.

- Color design and Compositing of hand drawn animation and FX animation over painted BG’s.

3D Lighting/Compositing “BOLT”: CG animated feature film

- Key Lighting and Compositing of CG characters and environments with FX levels.

3D Lighting/Compositing “MEET THE ROBINSON’S”: CG animated feature film

- Key Lighting and Compositing of CG characters and environments with FX levels.

July 2003—September 2004 • **SONY PICTURES IMAGEWORKS**: Culver City, California

3D Lighting/Compositing “THE POLAR EXPRESS”: CG animated feature film

- Lighting and Compositing human CG characters and environments with FX levels. Proprietary “Birps” for lighting and “Bonsai” for compositing.

August 2002—May 2003 • **CINESITE**: Hollywood, California

3D Digital Lighter “SOLARIS”: feature film

- Lighting spaceships in Maya; utilizing Slim Shaders and Renderman.

Lighter/Setup Artist “ENVY”: feature film

- Modeling and Lighting of all trees and topiary plants using Xfrog and Maya (all digital shot) application and development of shaders; utilizing Slim and Renderman.

3D Digital Lighter “X2: X-MEN UNITED”: feature film

- Lighting and sprite card animation in Cerebro sequence; utilizing Maya, mtor, and Renderman.

January 2001—May 2002 • **PIXAR ANIMATION**: Emeryville, California  
Scene Artist TD Ocean Team “FINDING NEMO”: CG animated feature film

- Angler Fish sequence: Previs Set Development, Set Dressing and Final Camera Dressing.
- Previs Set Development for Coral Reef, Sewage Plant, Marina Above and Below, Aquarium and Office Sets.

January 1997—June 2000 • **FOX ANIMATION STUDIOS**: Phoenix, Arizona  
3D Animator/Lighter “TITAN: AE”: Traditional Animation feature film  
Digital Checker “BARTOK the MAGNIFICENT”: Animated feature-length video 2D  
Digital EFX  
Digital Checker “ANASTASIA”: Traditional Animation feature film

January—October 1996 • **WARNER BROS. FEATURE ANIMATION**: Sherman Oaks, California  
Animation Checker “SPACE JAM”: Live-action/Animated feature film

OTHER PROFESSIONAL EXPERIENCE: Christian Dior, Patrick Kelly and Tan Guidicelli—Paris, France  
Fashion Designer Pret-a-Porter and Couture

- Designing two collections per year for Paris shows: creation of seasonal color palettes, color illustrations, working sketches for pattern modelist, and selection of fabrics.

EDUCATION: Bachelor of Fine Arts; Pratt Institute, New York

COMPUTER EXPERIENCE: Linux, Katana, Arnold, Nuke, Maya, Dlight, RenderMan, Shake, Pixar Menv, Imageworks Birps & Bonsai, Softimage 3D, Softimage Toonz, Avid Matador and Harmony

EXCEPTIONAL SKILLS: Color and design, expertise in clothing design, pattern making and fabric attributes

HISTORY: Costume/set design for theatre and dance; fashion design

LANGUAGES: English native, French fluency

REFERENCES — *upon request*

Chris Springfield, Lighting Supervisor, Walt Disney Animation Studios

Ian Gooding, Art Director, Walt Disney Animation Studios

Mike Gabriel, Director/Art Director, Walt Disney Animation Studios

David Satchwell, DFX Supervisor, Blizzard Entertainment - Cinematics Division

Jeff Baksinski, VFX Supervisor, Zoic