

Daniel Schmucker - Lighting & Compositing Reel Breakdown

<https://www.schmuckerdaniel.com/>

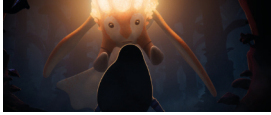
schmuckerdaniel.com
schmuckerdaniel@gmail.com
[/in/SchmuckerDaniel](https://www.linkedin.com/in/SchmuckerDaniel)
[/SchmuckerDaniel](https://www.instagram.com/SchmuckerDaniel)



The Scarecrows' Wedding (Magic Light Pictures, Red Star, 2025)

lighting & compositing - 2025s christmas feature for the BBC. Responsible for sequence lighting and comp as well as for lighting and compositing key shots for several sequences based on the supervisor's and directors' briefs and colour keys.

software: Maya, Arnold, Fusion



Leading Light (Filmakademie Baden-Wuerttemberg, 2020)

pipeline - Cryptomatte render pass plugin for Unity, Katana pipeline and macros for additional render passes, Nuke tools

lighting - realtime lighting inside Unity, additional renderings from Katana (AO, Volumetric Fog, additional Lights, etc.)

compositing - traditional compositing workflow based on EXR sequences from Unity and additional renderings

software: Unity, Katana, Arnold, Nuke



The Most Boring Granny In The Whole World (Filmakademie, 2022)

lighting & compositing - lighting in Houdini's new USD framework Solaris using sequence based lighting to work efficiently on several shots at once.

software: Houdini (Solaris), Arnold, Nuke



Tiddler (Magic Light Pictures, Red Star, 2024)

lighting & compositing - 2024 christmas feature for the BBC. Responsible for sequence lighting and comp.

software: Maya, Arnold, Fusion



Evangeline (Filmakademie Baden-Wuerttemberg, 2019)

tool creation - automated Arnold operators, lightgroup AOV creation, nuke tools (mattepainting tool, AOV tree creator)

set dressing - procedurally scattering and manually placing assets in outdoor swamp set and indoor bedroom set

shading - all characters (with clothes and dirt variations), partially asset shading (trees, boat, porch,...)

lighting - developed lighting concepts for key shots, sequence master and shot lighting (62 shots)

compositing - nuke master script, set up livegroups (lens effects, etc.), procedural mattepaintings, shot comp

software: Maya, Arnold, Nuke



Pip & Posy (Magic Light Pictures, Blue Zoo, 2020-2021)

lighting & compositing - high quality episodic series (52x7min), fast turnaround on large volume of shots.

Split lighting in environment, character and shadow layers for more efficient rendering.

software: Maya, Redshift, Nuke



Pumpers Paradise (Filmakademie Baden-Wuerttemberg, 2019)

lighting - developed lighting concept with director, multiple render layers to minimize work on animation changes

compositing - set up a system for sequence-based compositing, used lightgroup AOVs to finalize lighting/look in comp

software: Maya, Arnold, Nuke



Kinky Kitchen (Filmakademie Baden-Wuerttemberg, 2018)

pipeline - general pipeline TD, RV plugins, ID-matte creator (Maya/Redshift), object-based light manipulation tool (Nuke)

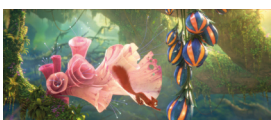
look development - developed look of shading and lighting with director

shading - character shading, partially prop and set shading (all procedural shading, mostly simple glossy materials)

lighting - split light into base, additional lights and several dedicated rim light layers to achieve broad white outlines

compositing - tweaked colors and per-light contribution on object level to achieve art directed rim lights

software: Maya, Redshift, Nuke



Ratatoskr (Filmakademie Baden-Wuerttemberg, 2018)

compositing - added atmosphere, haze and volumetric lighting effects, added eye lights via normals, cleaned up fur

mattepainting - created 2.5D mattepainting projection on layers and cards in Nuke, based on tree and branch library

software: Nuke, Photoshop