

First name/Surname **Örs Bárczy**
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Relevant Skills

- CG Skills** Lighting, Rendering, Compositing, LookDev, Shading and Supervising which are all visible in depth in my showreel and website.
- Quality Light & Comp** I faced multiple artistic challenges while working on various projects for Tim Miller & David Fincher's: *Love Death & Robots*, Riot Trailers, Activision: *Call of Duty* cinematics or Carlos Baena's unique *La Noria* short movie. The common in all these projects that the visual guide and quality references required a passionate, high quality lighting and compositing work and complex technical solutions.
- Team player & well organised** I was managing and supervising a team of 5 while working in Puppetworks as a lead artist. I believe the key is the pleasant environment, good production plan, the team member's individual interest and to never forget to appreciate their valuable work.

Work Experience

- 2019 May – Currently **Senior Lighting and Compositing Artist** – Joined again to Digic for an unannounced high quality feature project. Lighting then finalizing the images and the overall mood of the movies. Promoted to Senior role in 2020 April. **Digic Pictures, Budapest.** *Clients: Netflix, Riot, Activision, Ubisoft etc.*
- 2018 Feb – 2019 May **Lead Lighting & Compositing Artist** - Helping Puppetworks to developing Light & Comp workflow and multistage production system for an unannounced project and some trailers. Started as: LookDev Artist in 2018, then promoted to Lighting Lead. **Puppetworks Animation Studio, Budapest.** *Clients: Frontier, Universal Pictures, THQ Nordic, FunPlus etc.*
- 2017 March – 2018 Aug **Lighting and Compositing Artist** – Volunteer on Collaborative Project, La Noria. Lighting and creating the necessary mood of each shot. Compositing the shots to achieve the final mood and feel while consulting with Carlos Baena. **Nightwheel Pictures, San Francisco (Remote)**
- 2017 Feb – 2018 Feb **Lighting and Compositing Artist** - Lighting Maya scenes to achieve the right feel of the shot requires and Compositing the lit scenes in Nuke to finalize the image and overall mood of the movie. **Digic Pictures, Budapest.** *Clients: Netflix, Riot, Activision, Ubisoft etc.*

- 2016 Sep – 2016 Dec **3D Generalist & Lighter** - Houdini/Maya 3D Generalist for some amazing commercials for Centre Parcs, mobile ads and games. **ETC, London**
- 2014 Jan – 2015 Aug **3D Generalist** – Working on various projects as a 3D Generalist. Mostly, advertisement, commercials and shorts.

Education

- 2015 – 2016 **Master's Degree: 3D Computer Animation** – Focusing on visual storytelling through lighting and extend my knowledge in art, history, cinematography and colour theories.
National Centre of Computer Animation (NCCA), Bournemouth, UK
- 2012 - 2015 **Bachelor's Degree: Animation** – Gain a decent general knowledge about film making, computer science, cinematography and different animation techniques such as puppet animation, CGI or 35mm film shoot.
Metropolitan University of Applied Sciences (METU), Budapest, HUN

Honours and Awards

- 2016 August **Best Kids Animation Award** Animation Block Party (New York)
The award goes to the best children animated short film.
- 2016 Summer **Multiple Official Selections** BFI London, Austin Film Festival, AnimArte, Montclair Film Festival, Toronto iff40 kids, ITFS, Chicago Int. Film Fest, Show me Shorts, Edmonton Int. Film Festival, nifty and 100+ more.
- 2016 March **Best Animation Award** Manchester Film Festival (MANIFF2016)
Hey Deer! got the Best Animation award: 'a well-crafted narrative short film'.
- 2015 October **3D World Magazine Feature** Hey Deer!
My short film, Hey Deer! got featured and reviewed in the 3D World Magazine.
- 2014 October **3D World Magazine Feature and Tutorial** Above The Clouds
My Above the Clouds image got featured and a five page tutorial, as well.
- 2014 July **3DTotal Excellence Award** Above The Clouds
I received 3DTotal Excellence Award and a front page feature for my image.

References & More

- Interests I am passionate about film making, storytelling, and focused on Lighting, Comp and LookDev. In my free time, I am probably managing my movie to get selected to film festivals or organizing a ski trip to the Alps which is my beloved sport.
- References **Carlos Baena** (carlitosbaena@gmail.com) Director of La Noria short.
Arun-Ram Mohan (arunrammohan@gmail.com) from BlueSky Studios.
Gábor Marinov (gabor.marinov@gmail.com) CTO at Puppetworks.
Péter Hostyánszki (peter.hostyanszki@gmail.com) Supervisor at Digic Pictures

NIGHTWHEELPICTURES

Feb 19th 2019

To Whom It May Concern,

I wanted to send my recommendation of Mr. Örs Bárczy as an incredible Lighting artist and all around unique artist I've had the tremendous pleasure of knowing for a few years.

I am an **Animator/Director** and **Co-Founder** of the successful online animation school **Animation Mentor** based in California that teaches students in over 100 countries character animation skills. I have worked in the Animation and Film Industry for about 20 years. I worked at Wildbrain on a short film entitled *Hubert's Brain* which won the 2001 **Annie Award for Outstanding Achievement in an Animated Short Subject**. I myself have worked as an animator on movies like **Jurassic Park III**, **Men in Black II**, **Star Wars: Episode II – Attack of the Clones** and have worked for **Pixar Animation Studios** on films such as **Finding Nemo**, **Cars**, **The Incredibles**, **Ratatouille**, **WALL-E** and **Toy Story 3**. I have also received an **Annie Awards Nomination** for Best Character Animation. In addition to my role as an animator, I am also a recognized Live Action and Animation Director. My short films *Play by Play* and *La Noria* (where I had the wonderful pleasure of collaborating with Mr. Bárczy) have received multiple International Awards and nominations.

I would consider myself an expert in the professional animation field and have known Mr. Bárczy's extraordinary Lighting and Computer Graphics skills for years. As an individual he has made significant contributions towards our field. For the years I interacted with him on the collaborative project of *La Noria*, Mr. Bárczy **consistently pushed Computer Graphics and Digital Cinematography quality** to new heights. He is one of the few top Lighting artists in the field who delivers so much thought and originality in digital cinematography that's really noticeable but in addition to this, he does it with the best friendly attitude and professionalism.

I first became familiar with Mr. Bárczy's extraordinary Lighting abilities when he joined our Animated short film as a Voluntary Lighter. I was aware that his work was not only well above average but also stood out to the industry professionals; Other Lighting Artists in the project quickly took notice of his work and terrific skills and he became one of the **strongest Lighters in the project**.

I'm beyond happy to endorse Mr. Barczy's extraordinary ability as a Lighter and Computer Graphics artist and recommend him always. Please don't hesitate in contacting me should you need additional information regarding Mr. Barczy.

Sincerely,

CARLOS BAENA

Carlos Baena
Animator/Director
Founder – NightWheel Pictures
CoFounder - AnimationMentor