

AVERY STRATTON

Lighting & Compositing Artist

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<https://averyjstratton.wixsite.com/home/portfolio>

Education

Savannah College of Art and Design (SCAD) | 09/2022 - 06/2026

Bachelor of Fine Arts | Technical Animation
Savannah, GA

Academy of Animated Art | 12/2023 - 03/2025

Lighting for Animation Course

Experience

Stone Lions Don't Roar: SCAD Capstone Film | Savannah, Georgia

Producer, Lighting and Compositing Lead 05/2025 – Present

- Working on establishing a workflow for stylized lighting and rendering in Houdini using a USD pipeline, and a compositing workflow in Nuke to enhance the stylized look and incorporate 2D painted elements
- Will be lighting and compositing a majority of the film later in production
- Managing a team of 19 people, assigning tasks and boosting morale to keep production smooth sailing
- Set up and maintained a production spreadsheet and Flow Production Tracking (ShotGrid) project, keeping everything organized and on track

Ink washed: SCAD Animation Studios | Savannah, Georgia

Technical Director, Compositing & Look Dev Lead 09/2024 – 05/2025

- Acted as an assistant producer; created the production spreadsheet and organized the schedule and department due dates
- Procedurally created non-photorealistic shaders to create a 2D look in 3D and get the scene to look as close to the concept art as possible
- Rendered and composited, adding in matte paintings, atmospheric depth, and color correction

Pinball Panic: SCAD Collaborative Film | Savannah, Georgia

Lighting and Rendering Lead 01/2025 – 03/2025

- Created a lighting rig for all four sets, using a completely different color setup to enhance the mood and intensity of each scene and making shot lighting as efficient as possible
- Used lighting to create an almost 2D look to the film, very closely matching the concept art while keeping the look seamless during high action shots and between scenes
- Taught and led a team of lighters to finish the film on time with the highest quality possible

Work Experience

Sales Lead, Savannah Laser Co., Savannah, GA 06/2025 - Current

Production Associate, Privai, Asheville, NC 05/2017 - 07/2024

Retail Associate, Target, Asheville, NC 03/2022 - 12/2023

Associate, Whit's Frozen Custard, Asheville, NC 05/2021 - 02/2022

Hostess, Brixx Wood Fired Pizza, Asheville, NC 07/2020 - 03/2021

Skills

Hard skills:

- Character lighting
- Environment lighting
- 3D Rendering
- Compositing
- Shader development
- Texture painting
- Character modeling
- Environment modeling
- Pipeline development
- Character FX

Software / Tools:

- Autodesk Maya
- Arnold
- Nuke
- Unreal Engine 5
- Blender
- Adobe Substance 3D Painter
- ZBrush
- Redshift
- Houdini
- Flow Production Tracking
- Python

Soft skills:

- Organization
- Problem solving
- Communication
- Multitasking
- Teamwork
- Project management
- Time management

Languages:

- English (native)
- French (intermediate)