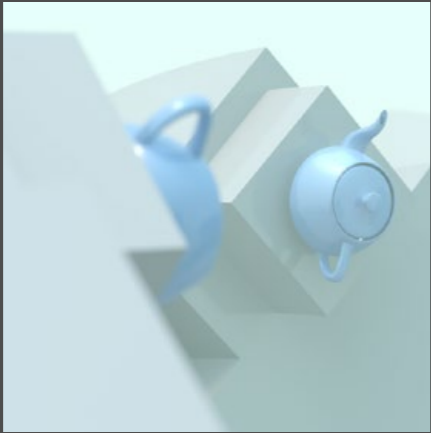


*Aubrey Pullman*  
ENVIRONMENT & LIGHTING PORTFOLIO



**AUBREY PULLMAN**

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Seattle, WA  
206-890-4833  
aubrey@rendermack.com  
www.rendermack.com

*Destiny* LIGHTING CREDITS

Aubrey Pullman: Environment lighting Ryan Ellis: Lighting/Tech Art Lead, Mark Goldsworthy: Sky Lead, Mick Buckmiller: PVP Art Lead

*Destiny*  
BUNGIE



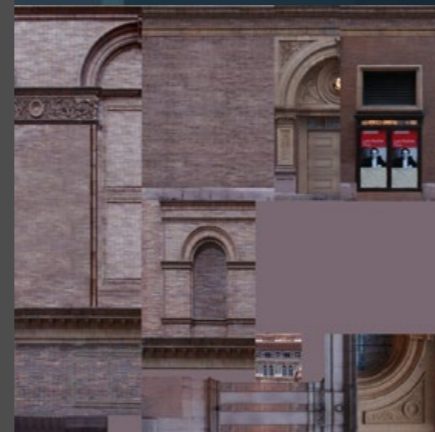
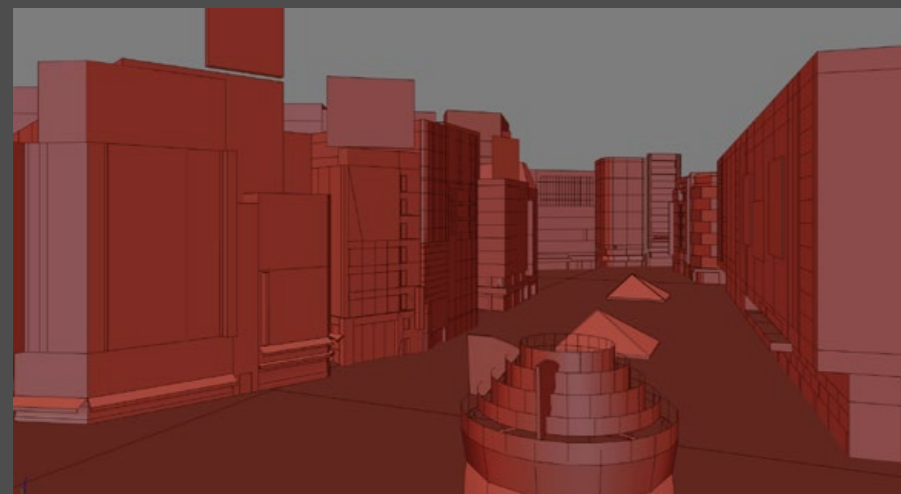
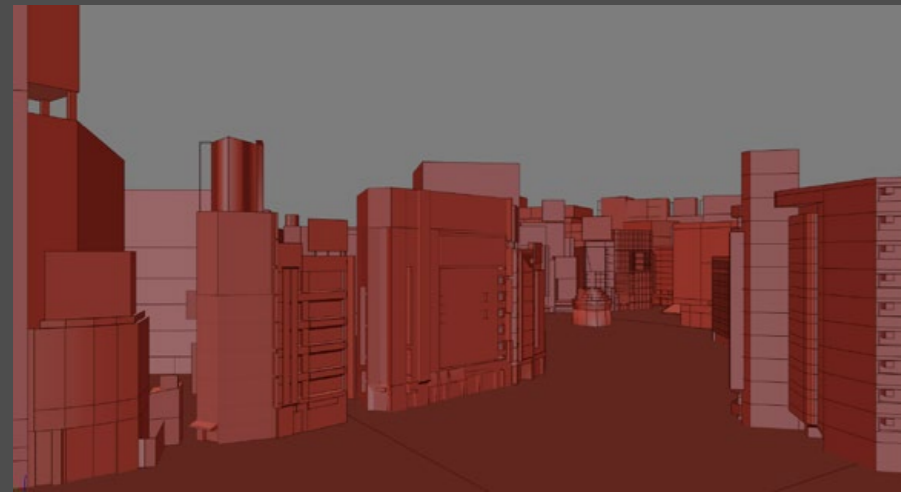
CS:GO *ar\_Monastery* ENVIRONMENT ART CREDITS

Aubrey Pullman: Lighting, tone-mapping/post-processing, environment concept, architectural massing, terrain modeling, environment assembly.

Jay Prochaska: Art direction, environment design/assembly. Jami Moravetz: Models, textures. John Thacker: Concepts, textures and skybox. Lex Story: Models, textures.

*CounterStrike: Global Offensive*  
HIDDEN PATH ENTERTAINMENT





Forza Motorsport 1 & 2  
MICROSOFT

### CREDITS

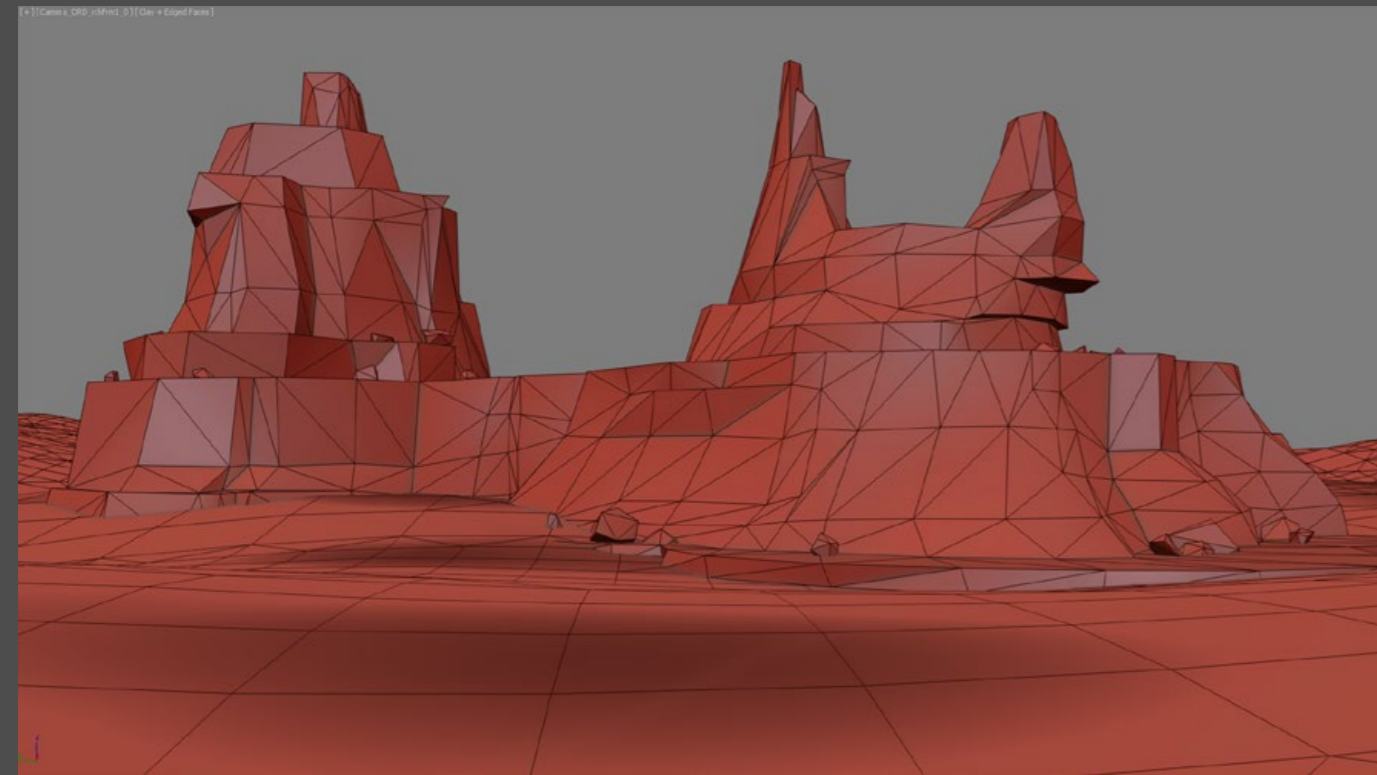
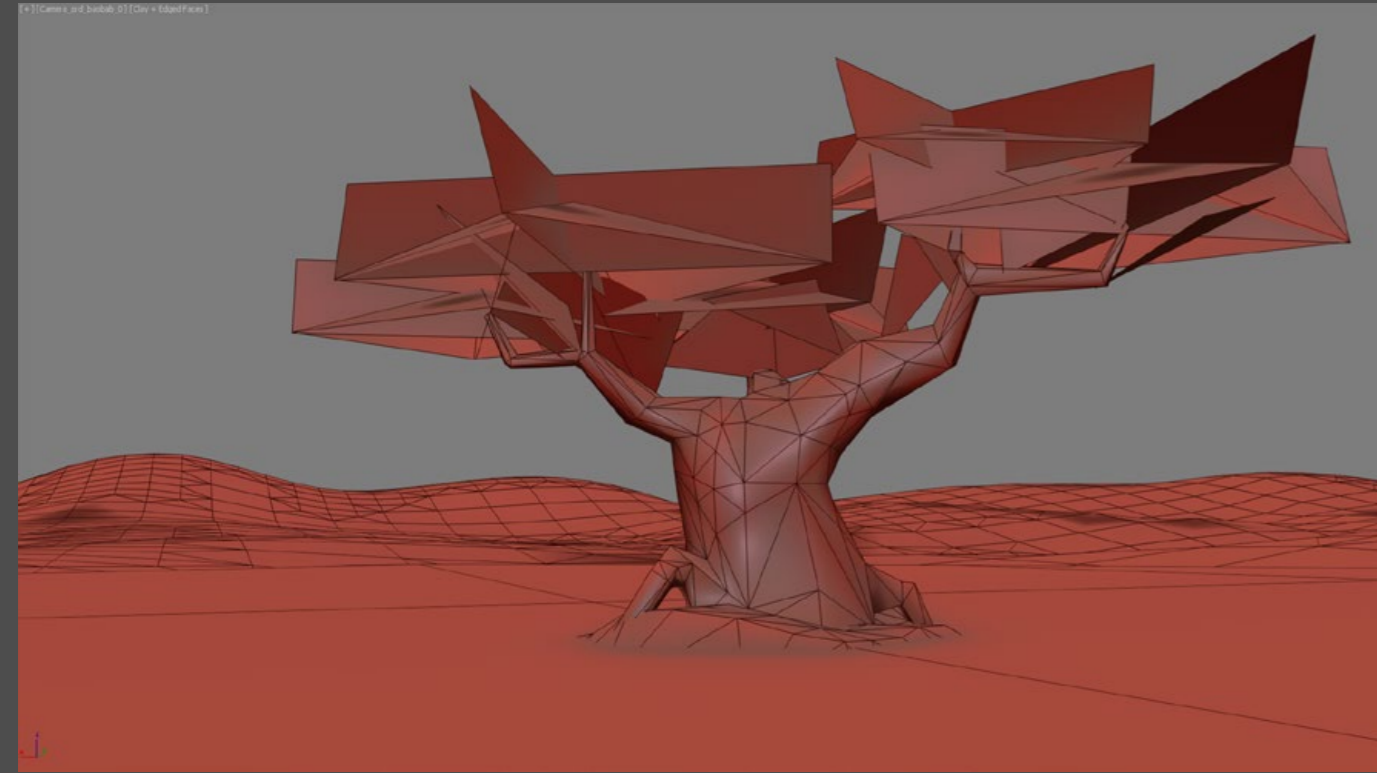
Aubrey Pullman: modeling, textures, lighting, rendering & cameras

### DEVELOPMENT TOOLS

3ds max, Photoshop, mental ray

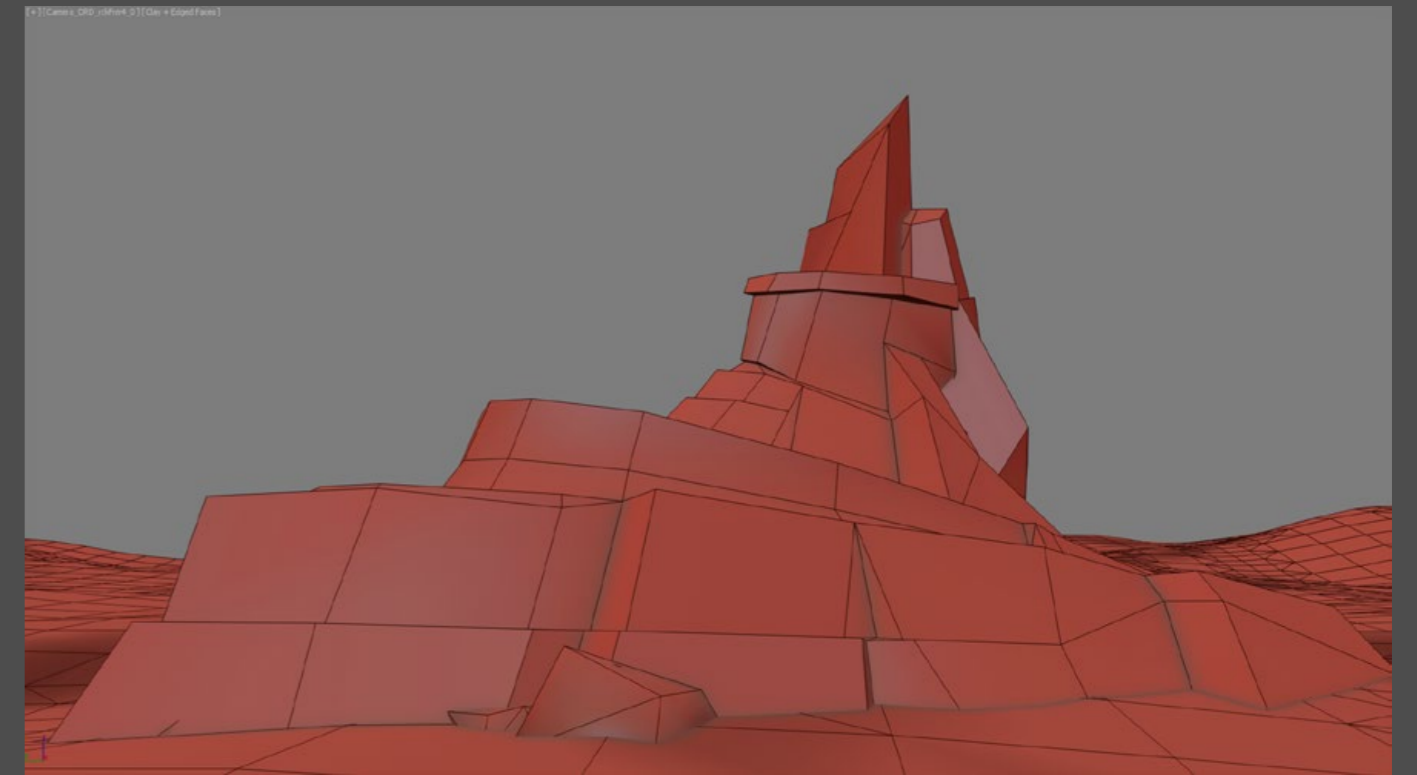
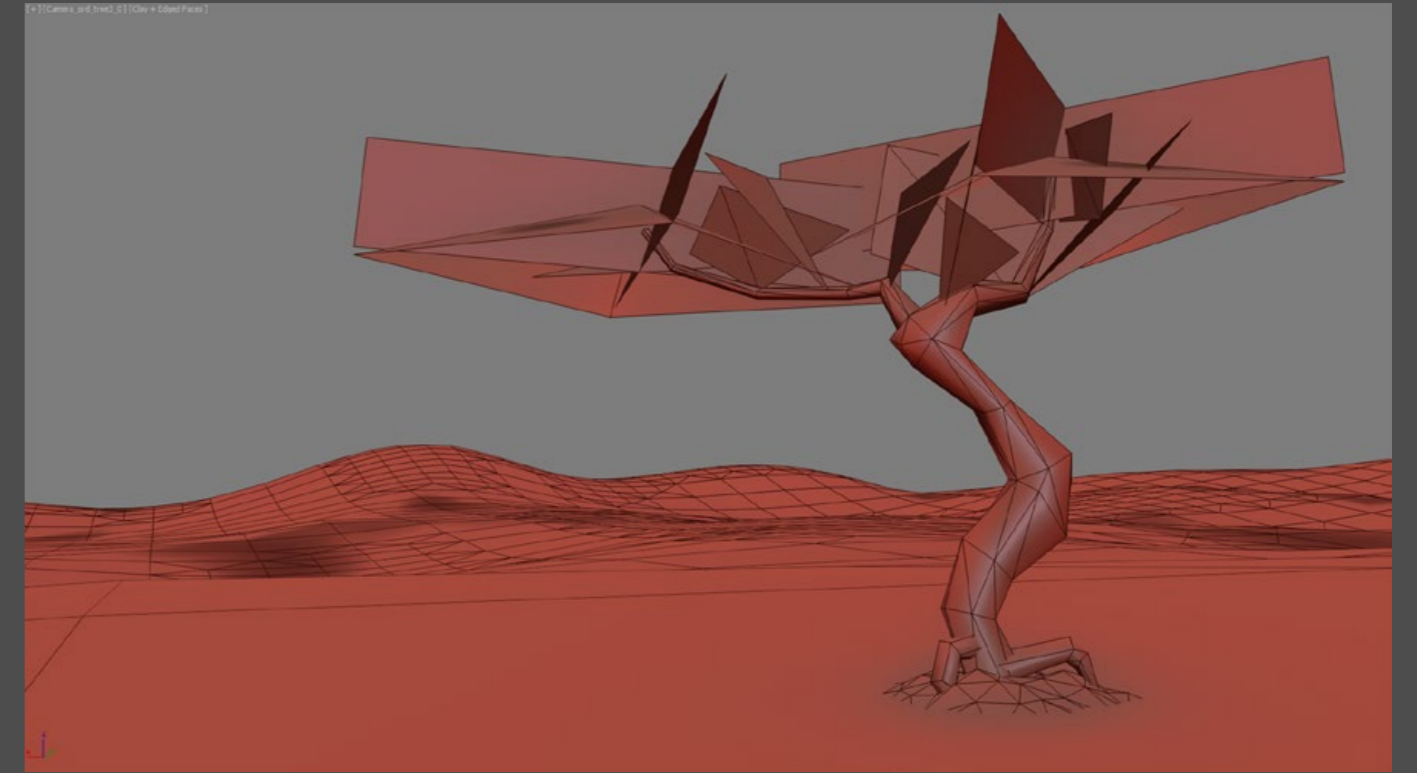
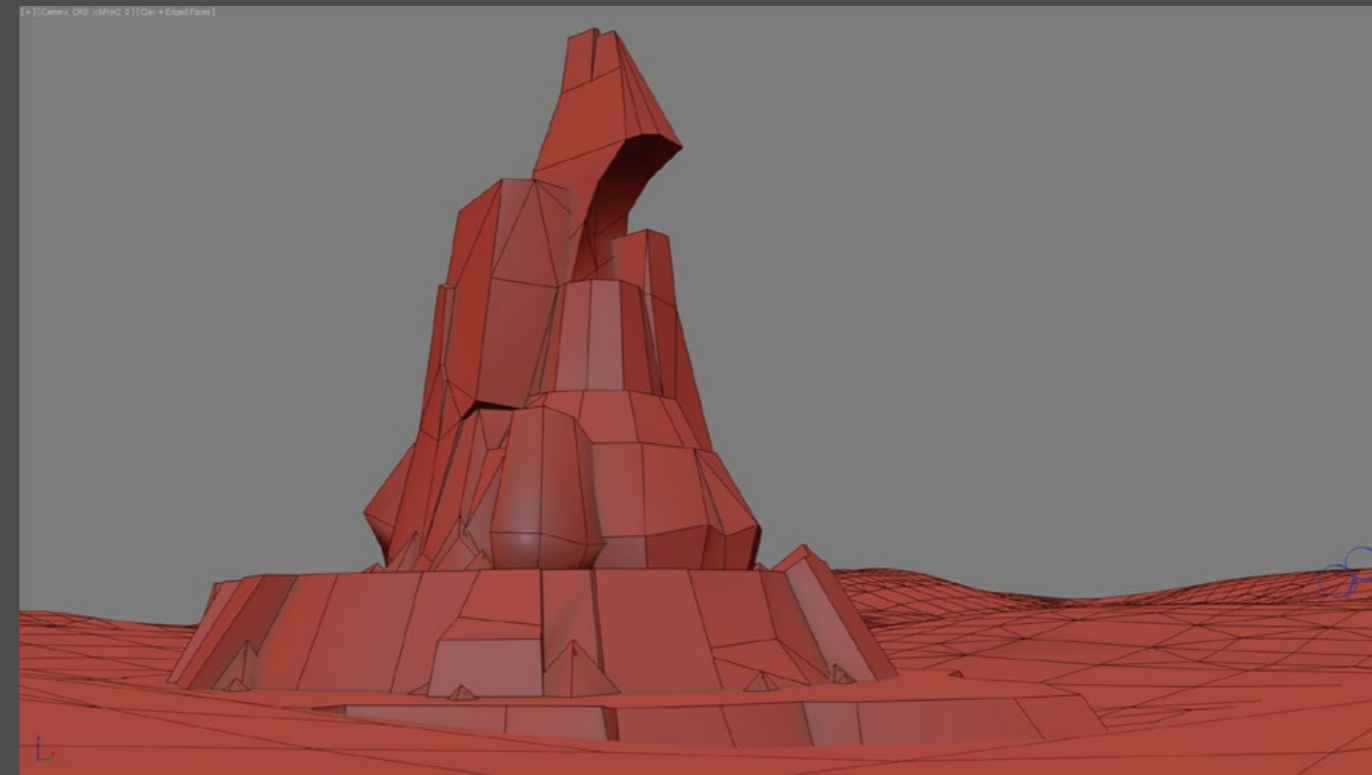
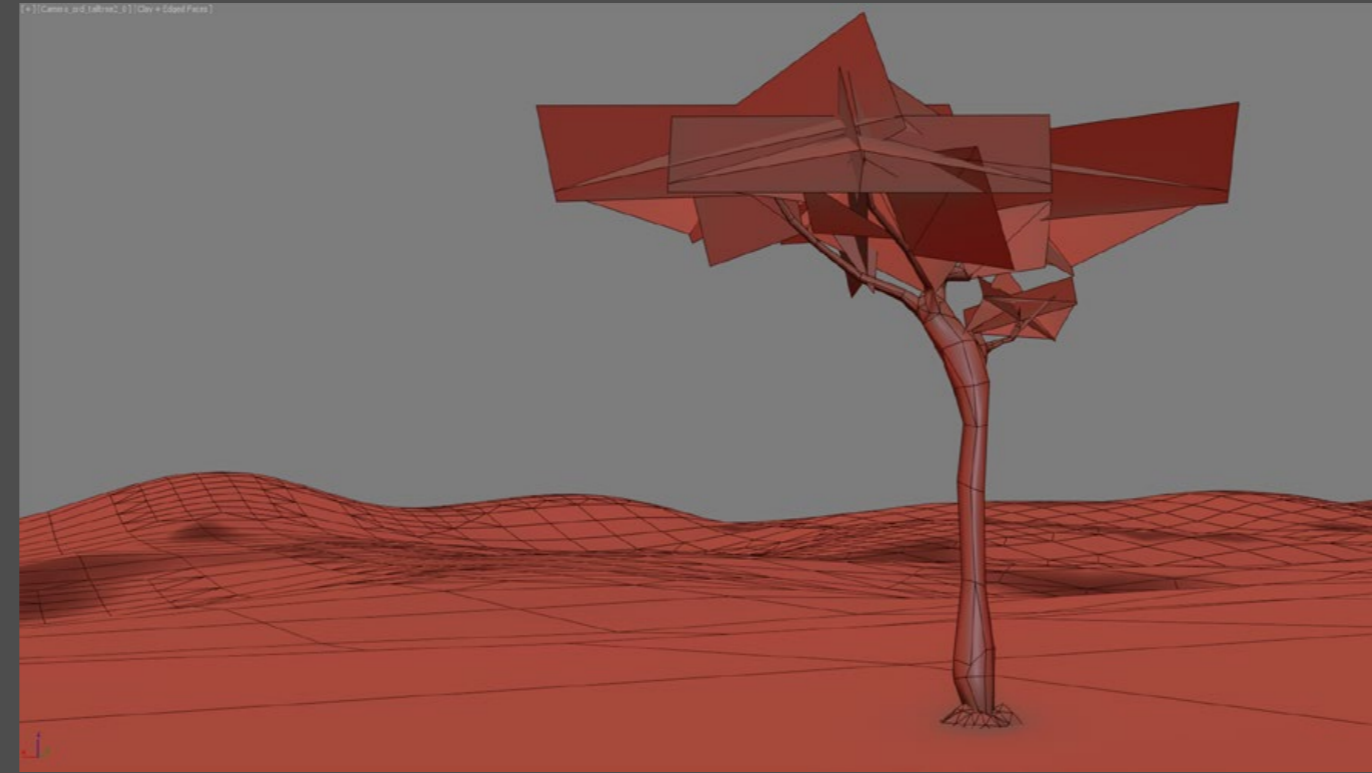
## CREDITS

Aubrey Pullman: modeling Evgeni Tomov: art direction/production design

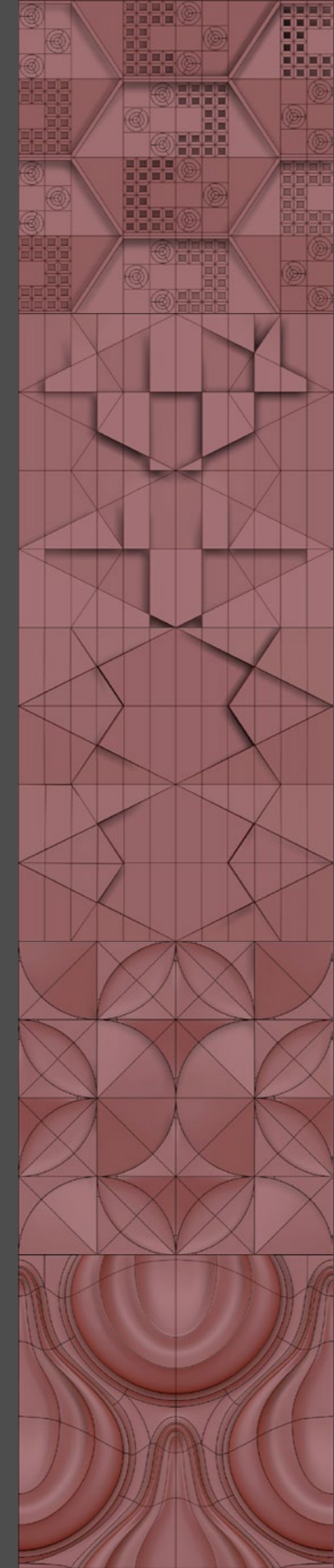
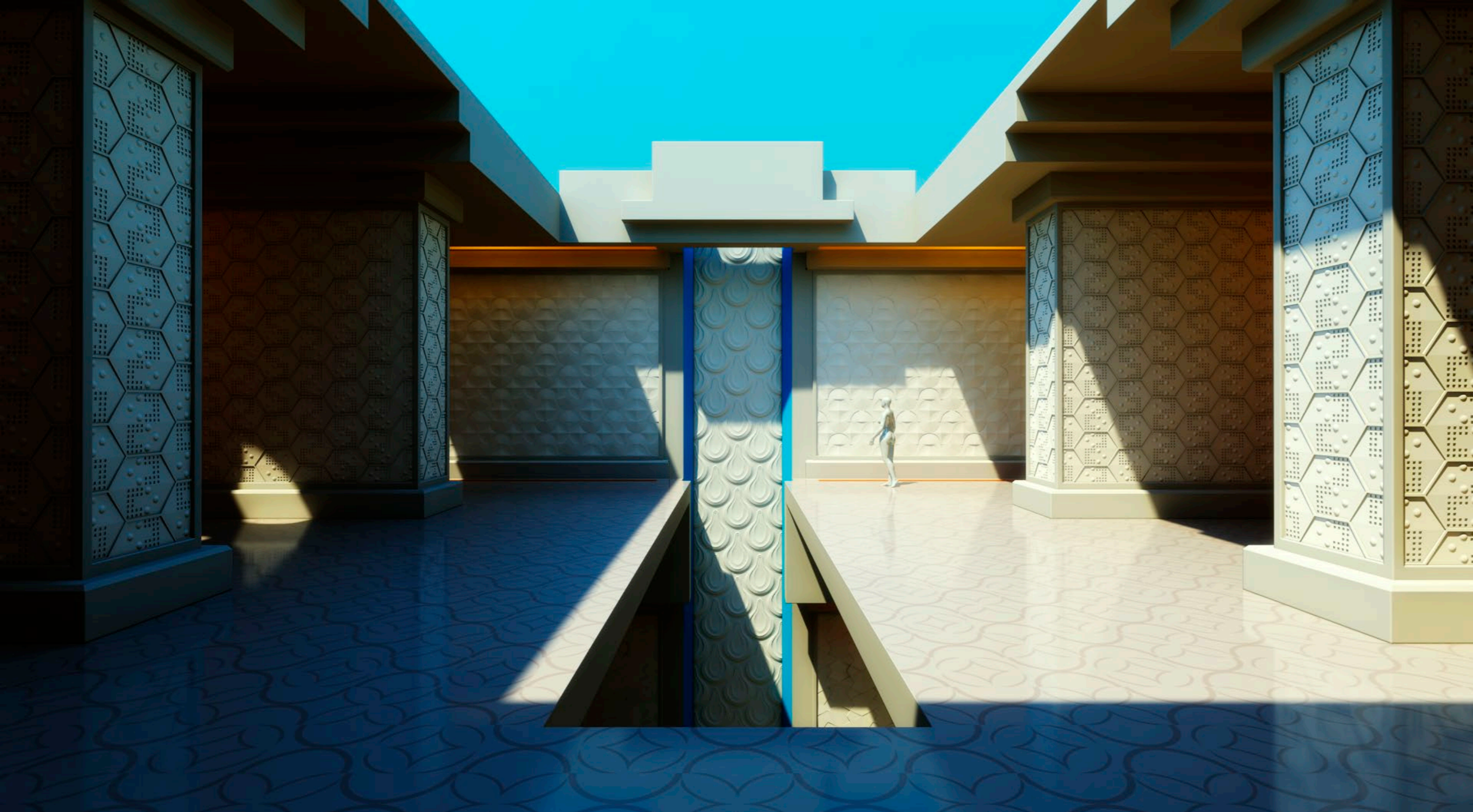


## DEVELOPMENT TOOLS

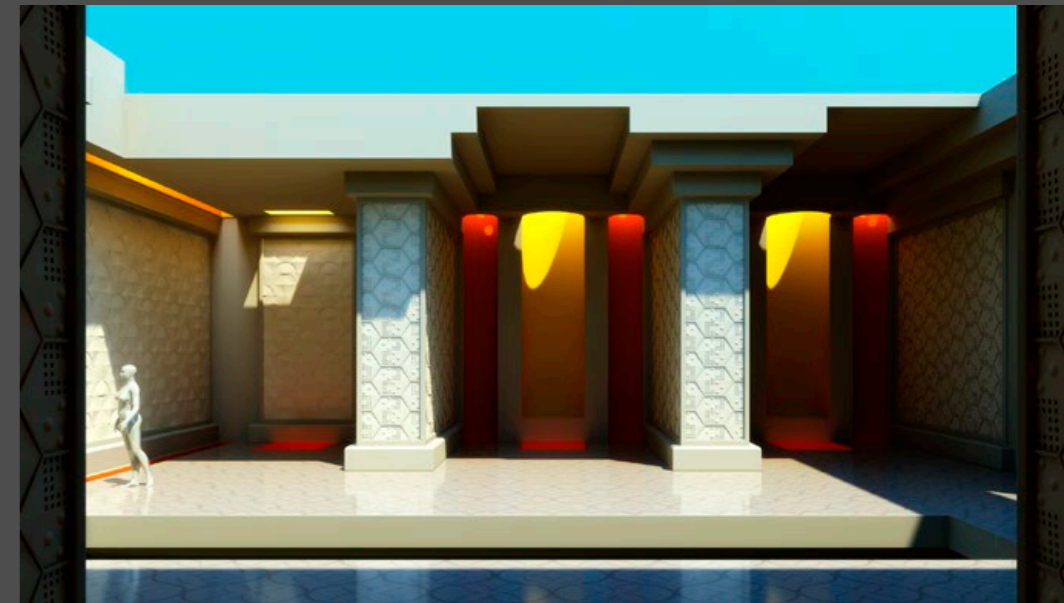
3ds max



*Fas Antiquitas*  
REALITY FLUX



*Pattern Temple*  
PERSONAL PROJECT



CREDITS

Aubrey Pullman: environment design, modeling, materials, lighting, cameras and rendering.

DEVELOPMENT TOOLS

3ds max, mental ray, Photoshop, DAZ Studio

# *Fading Daylight*

## PERSONAL PROJECT

### CREDITS

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Aubrey Pullman: modeling, materials, lighting, rendering & cameras

### DEVELOPMENT TOOLS

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3ds max, mental ray



