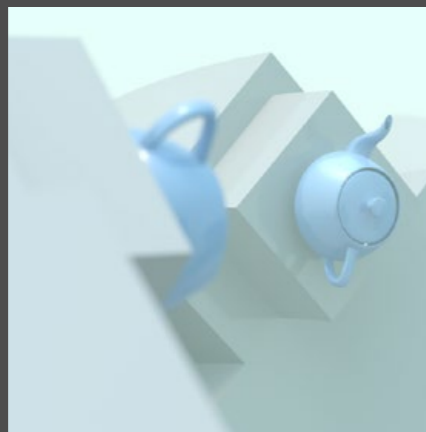


Aubrey Pullman
LIGHTING PORTFOLIO



AUBREY PULLMAN

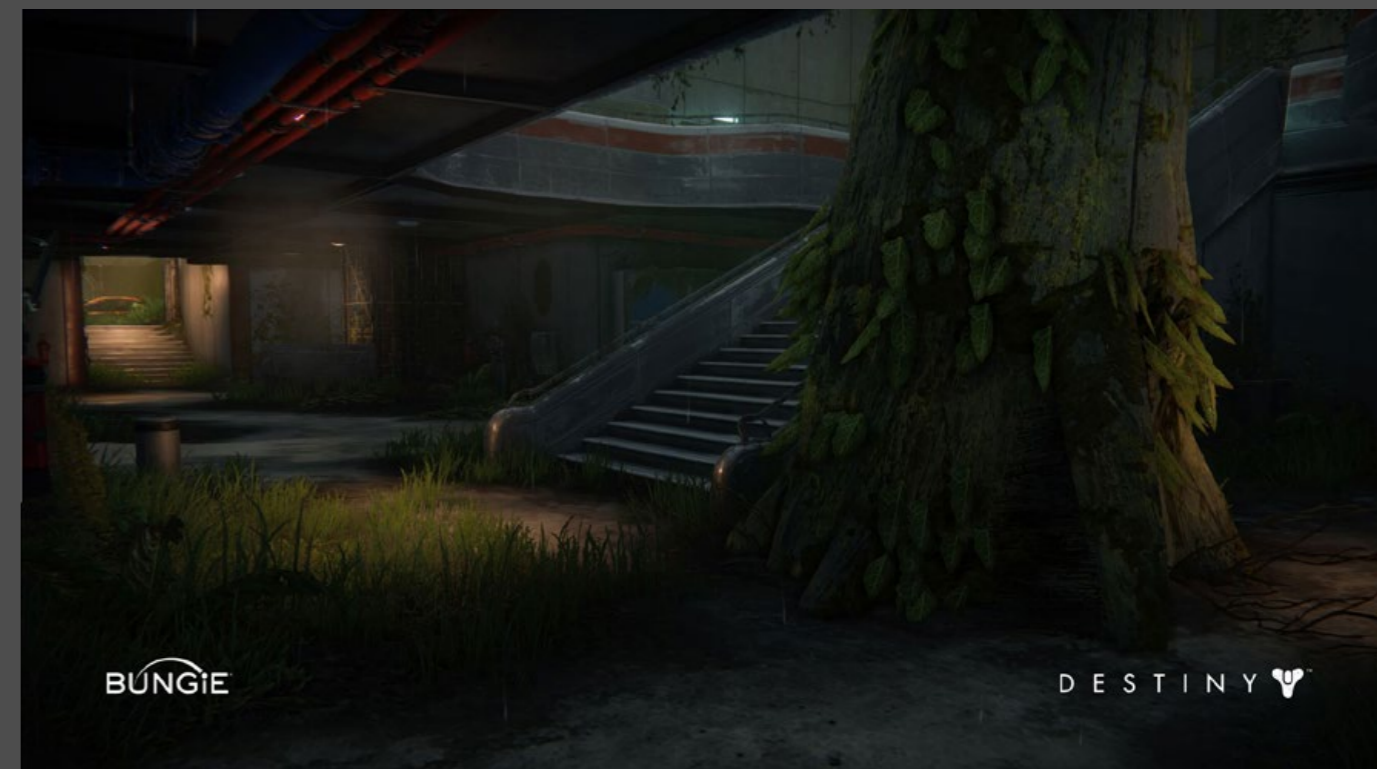
Seattle, WA
206-890-4833
aubrey@rendermack.com
www.rendermack.com

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



CS:GO *de_Vertigo* ENVIRONMENT ART CREDITS

Aubrey Pullman: Lighting, tone-mapping/post-processing, sky/background, environment assembly and refinement.

Jay Prochaska: Art direction. Andrew Hopps: Models, textures. Turtle Rock Studios: Models, textures, level concept and initial layout. Valve Software: Models, textures.

CounterStrike: Global Offensive
HIDDEN PATH ENTERTAINMENT





Lighting Test AIRTIGHT GAMES

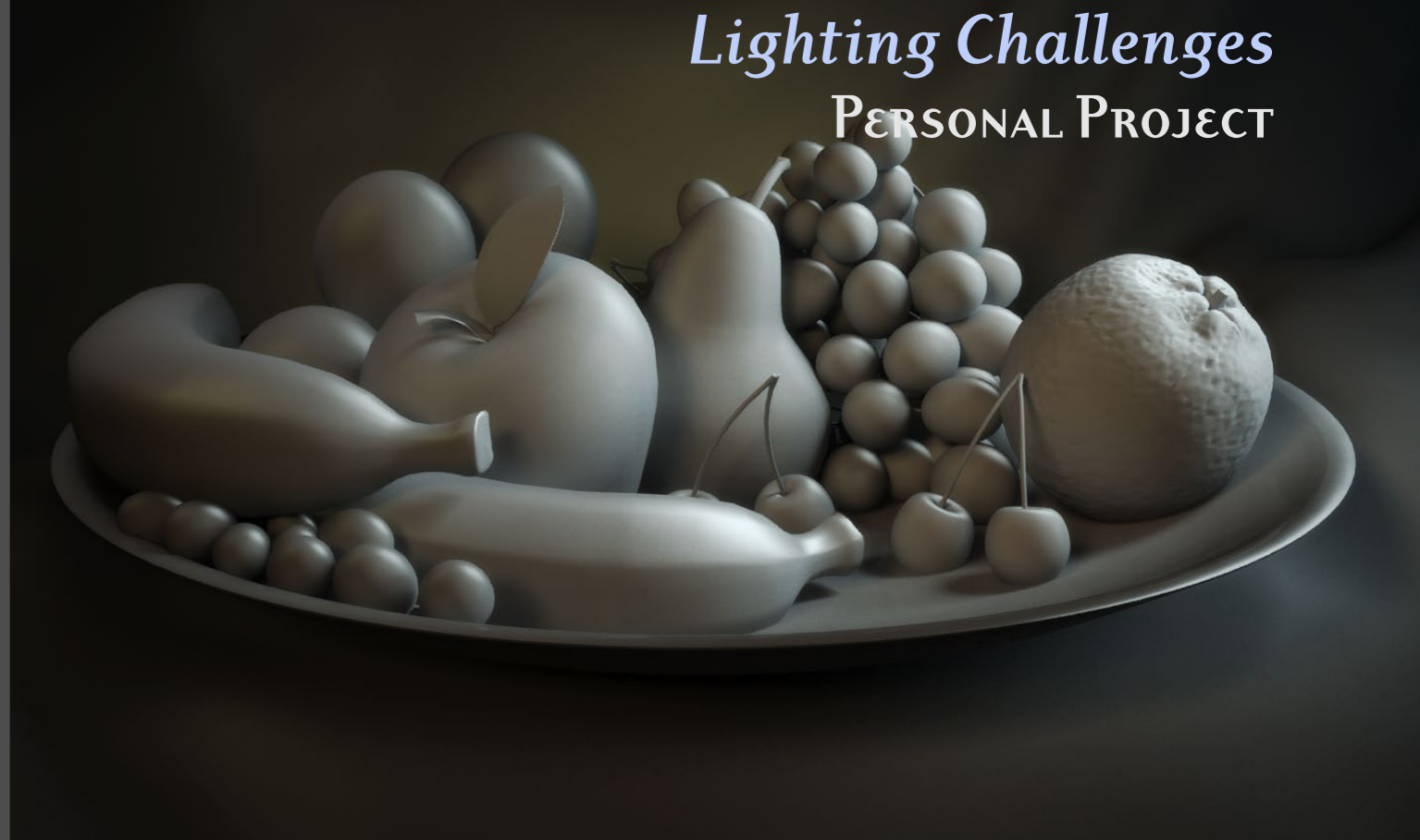
CREDITS

Aubrey Pullman: Lighting, rendering & cameras

Airtight Games: Models & textures

DEVELOPMENT TOOLS

3ds max, mental ray



Lighting Challenges
PERSONAL PROJECT

CREDITS

Aubrey Pullman: lighting, materials, cameras, some modeling.

Dan Wade: Fruit Bowl - modeling, Haunted Hallway - scene concept and some modeling.

Dan Konieczka: The Carnival - modeling

Alvaro Luna Bautista and Joel Andersdon: Natural History - modeling

DEVELOPMENT TOOLS

3ds max, mental ray





Fading Daylight

PERSONAL PROJECT

CREDITS

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

DEVELOPMENT TOOLS

3ds max, mental ray

