

Kay Cloud

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I am a Technical Director who can work in both production and in a pipeline department, who has experience in writing shaders and tools, doing lighting and creating effects. My background is in Computer Science, but I have also taken drawing, photography and cinematography courses.

My broad understanding of the processes involved and in-depth experience in several domains, allows me to understand and solve issues effectively. I enjoy working in production, getting those final images to screen or into the game, or am just as happy working in a pipeline team, helping the entire studio. My experience in production helps me write better tools. My experience in pipeline helps me work more effectively with the artists and the pipeline department.

When writing code, I write it so that I am not the only one who can maintain it. The pipeline that I wrote for the Godfather game at EA processed audio into facial lip synch animation. It was used by the localization team in Spain for several generations of the game. Similarly, at Method Studios, all the tools I worked on were picked up by other pipeline engineers for maintenance and extension when I went back to production to work on a show as a shader TD.

When writing shaders, I work with the Visual Effects Supervisor to achieve the desired look and later with the lighters to help them understand the controls and the resulting output. I find that many lighters cannot diagnose what is going on with their shot whether it is a lighting, shadow or shader issue from reviewing their arbitrary output images, so I spend the time to teach them rather than just solve it for them.

Please contact my references:

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