

JAMES VEALE

THE LIGHTING ARTIST · LIGHTING AND COMPOSITING FOR CG ANIMATION

GANGES, OCCITANIE, FRANCE · JAMES@THELIGHTINGARTIST.COM · LINKEDIN.COM/IN/JAMESCVEALE · THELIGHTINGARTIST.COM

PROFILE

I'm a professional photographer with more than ten years of experience in lighting, composition and image direction, now moving into 3D lighting for stylised character animation (references: Pixar, DreamWorks, The Wild Robot). I've trained myself intensively in Blender: motivated lighting, light groups and AOVs, shading and compositing. I'm studying at Animum to build solid foundations in 3D production and lighting, to work as a lighting artist in narrative animation.

EXPERIENCE

Freelance photographer

2024 – NOW · GANGES, FRANCE

Portrait, maternity and lifestyle photography for private clients: lighting, direction and post-production. Alongside it, self-taught 3D lighting in Blender: motivated light, gobos, light groups and AOVs, compositing.

English and communication instructor

2018 – 2023 · MONTPELLIER, FRANCE

Taught English and professional communication at EPF Engineering School and MBS School of Business. Supervised student team projects on brand identity and colour theory.

Photographer and lighting assistant

2012 – 2018 · AUCKLAND, NEW ZEALAND

James C Veale Photography. Lighting assistant and digital operator on commercial and portrait shoots, controlling exposure, colour and focus on set.

EDUCATION

Lighting Artist course

2026 – NOW · ANIMUM, ONLINE

Studying lighting and compositing for animation in Maya and Nuke.

BSc (Hons) Digital Art and Technology

2005 – 2009 · PLYMOUTH, UK

University of Plymouth. Graduated with a 2:1.

3D TRAINING AND SELF-STUDY (2026 – NOW)

- Lighting in Blender (Cycles): natural, practical and dramatic light (Chris Brejon's framework, author of CG Cinematography); motivated lighting, gobos, dappled light and projected light.
- Light groups and AOVs for multi-layer EXR compositing.
- Shading: shader mixing, masks with colour ramps, emission shaders, texturing (Blender Guru).
- Basic rigging and animation: FK/IK, Auto Rig Pro, retargeting with Mixamo, NLA editor adjustments.
- Compositing in Blender.
- Basic sculpting.

3D PROJECTS

- “Rain” (Blender Studio character) composited onto my own photograph of a village, using a shadow catcher and compositing in Blender.
- “Robot” lighting series: several looks using light groups, practical and dramatic lights, HDRI and motivated lighting.

- Night scene with volumetric fog and a full key / fill / bounce / negative fill set-up.

SKILLS

- Maya and Nuke (studying at Animum)
- Blender (Cycles): advanced in lighting
- DaVinci Resolve
- Adobe Photoshop
- Colour theory and photographic composition

LANGUAGES

- English: native
- French: fluent (living in France)
- Spanish: B2