

ASTER BO-DONG LAI

Lighting & LookDev Artist

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EXPERIENCE

Brogent Technologies, Inc. Lighting Artist

Mar 2022 - Present / Taiwan

"Attack On Titan VR Show: Liberio Fight"

"Flying Over Mt. Everest"

"Flying Over Potala Palace"

- Responsible for lighting shots for VR shows in MAYA V-Ray
- Hair & fur simulation in Houdini vellum

Renovatio Pictures, Inc. CG Artist

Feb 2020 - Feb 2022 / Taiwan

"Show Lo" (music video / 2022)

- Lava effect simulation in Houdini flip solver & creating custom pattern passes for compositing
- Lighting shots in Clarisse

"Trick or Treat" (Taiwan film / 2021)

- Smoke & bleeding effect simulation & blood lookdev & rendering in Houdini

"Danger Zone" (TV series / 2021)

- Breaking-glass simulation in Houdini
- Lighting shots in MAYA Arnold

"The Soul" (Taiwan film / 2021)

- Scattering fog & tree instances & rendering in Houdini
- Lighting shots in MAYA Arnold
- Compositing in Nuke

"Sweet Guilty Pleasure"
(music video / 2021)

- Sea bubbles simulation in Houdini
- Compositing in Nuke

"My Missing Valentine"
(Taiwan film / 2020)

- Lighting shots in MAYA Arnold
- Compositing in Nuke

Moondog Animation Studio 3D Artist

Aug 2019 - Sep 2019 / Freelance

- Modeling & texturing for 3D animation

Aries Creative Studio CG Intern

Jun 2016 - Aug 2016 / Taiwan

- Assistance in assets & layout for commercials



COLLABORATION

"Godspeed" (short animation, directed by Sunny Wai Yan Chan / 2019)

- Building lookdev for mother character's final shading
- Lighting & compositing for mother's shots



EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

Sep 2016 - Mar 2019 / Savannah, GA

M.A. in Animation



SKILLS

SOFTWARE

Maya / Houdini / Substance Painter / Nuke / UE4 / Clarisse / Blender Xgen / Yeti

RENDERER

Arnold / V-Ray / RenderMan / Redshift / Mantra / Karma