



ABOUT ME

I'm a California girl living in Toronto, Canada.
I have a fluffy puppy named Roy and love to study old German expressionist films.

www.lauranettles.com

SOFTWARE SKILLS

- Houdini
- Maya
- Nuke
- Renderman
- Redshift
- Mantra
- V-Ray
- Arnold
- Photoshop

EDUCATION

Brigham Young University: BFA in Animation
CG Society: Nuke Compositing Course
Watts Atelier of the Arts: Figure Drawing

PERSONAL INTERESTS

Video and Photography
Traveling
Writing Horror and Sci-Fi
Watching Movies
FX Makeup
Reading

LAURA NETTLES

Lighting Artist

Past Experience

Folks VFX (Aug 2021 - Present)

Spiderman: No Way Home (2021)
Station: 11 season 1 (2021)
Titans: season 3 (2021)

- Senior Lighting Artist

Mr. X FX (Jan 2021 - Aug 2021)

Resident Evil: Welcome to Raccoon City (2021)
Nightmare Alley (2021)

- Key Lighting Artist

Rocket Science VFX (Mar - Oct 2020)

The Expanse: Season 5 (2020)
Unannounced Show (2022)

- Create light rigs for space ships
- Render scenes with over 20 spaceships

Mr. X FX (Feb 2016 - Mar 2020)

Come Play (2020)	A Series of Unfortunate Events: S2 (2018)
Monster Hunter (2020)	
Carnival Row (2019)	How It Ends (2018)
Lead Lighter	Tomb Raider (2018)
American Gods: Season 2 (2019)	The Shape of Water (2017): Assistant Lead
Hellboy (2018)	
Vikings: Season 6 (2018)	The Strain: Season 4 (2017)
Roma (2018)	Godless (2017)
Oceans Eight (2018)	Resident Evil: The Final Chapter (2016)

- Lead Lighter on Carnival Row where I gave notes in dailies and desk side. Helped the sequences have continuity. Taught new lighters the pipeline. Did rounds to see where renders were. Lit my own shots.
- Assistant Lead Lighter on The Shape of Water where I gave notes desklide and sat with artists helping them tweak their lights and nuke scripts to meet directors notes and keep everything in the same world. Created an HDA for the water tank with caustics. Lit my own shots
- Mentored new lighters on the pipeline and sat next to them to answer their questions throughout the day for their first few months.

Track 36 Studios (Nov 2015 - Jan 2016)

Lighting Artist Intern for an animated trailer.