

# Daniel Rutter

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<b>Objective</b>	To pursue a career as a Matte Painter and CG Texture Artist, combining my traditional art training with computer graphics applications to create photo-realistic environments for film, television and games
<b>Software</b>	Maya 7.0      Cinema 4D      Form-Z      Painter 8.0 Boujou Bullet      Shake      Commotion      Illustrator Photoshop CS      After Effects      Electric Image      Unix
<b>Experience</b>	<p>2006      <b>Matte Painter, Death of Doctor Island, RIOT!, Santa Monica, CA</b></p> <ul style="list-style-type: none"><li>• Built geometry in Maya 7, painted mattes in photoshop and constructed virtual environment for this powers of ten pullback.</li></ul> <p>2006      <b>CG Artist, Nickelodeon Twister Moves Giveaway, Wireframe Garage, San Francisco, CA</b></p> <ul style="list-style-type: none"><li>• Built and shaded geometry and virtual environment, set up camera moves and renders for this commercial tie-in between Nickelodeon and Hasbro.</li></ul> <p>2003      <b>Teamleader, Digital Matte Team, PixelCorps, San Francisco, CA</b></p> <ul style="list-style-type: none"><li>• Created 2D and 3D digital matte paintings and directed work of three Senior artists in a variety of projects while developing and integrating the Matte department within a production pipeline.</li></ul> <p>2004      <b>CG Artist, Subaru Primalquest, Wireframe Garage, San Francisco, CA</b></p> <ul style="list-style-type: none"><li>• Created and textured displaced terrain based on Digital elevation maps for an animated fly-through of the race course. Rendered passes for final in C4D. Comped in AE.</li></ul> <p>2004      <b>CG Artist, Video Mods, MTV2, Wireframe Garage, San Francisco, CA</b></p> <ul style="list-style-type: none"><li>• Using lighting rigs, worked with the art director to light CG sets for a series of motion capture animated music videos. Made paint fixes in Commotion.</li></ul> <p>2001-Present      <b>Freelance Storyboard Artist, San Francisco, CA</b></p> <ul style="list-style-type: none"><li>• Currently drawing shooting storyboards for production companies and advertising agencies. Clients include Mila Brand, Kaboom and Ogilvy Mather.</li></ul> <p>1999-2001      <b>ZapMe!, San Ramon, CA, Art Director</b></p> <ul style="list-style-type: none"><li>• Created storyboards and animatics to guide in the creation of interactive media.</li><li>• Created illustrations and other elements for websites and interactive material.</li><li>• Created 3-D animation, supervised stage shooting of live action elements for use in corporate promotional videos.</li><li>• Directed a team of web designers and artists in the design and development of rich media projects for the company's website.</li><li>• Designed logos, icons and identities for corporate and client projects.</li><li>• Supervised shooting of live action elements for corporate videos.</li></ul>
<b>Publications</b>	<b>Megalopolis Image, Expose 4, Ballistic Publishing</b> <b>Borley Rectory, Concept Art, Ballistic Publishing</b>
<b>Education</b>	MFA, Film, Columbia University, New York NY 1998 BFA, Painting, Pacific Northwest College of Art, Portland OR 1987
<b>References</b>	Available upon request

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## Shot Breakdown

### Chocolate Curse – Medieval Village

- Created concept art for Director
- Modelled elements and set up camera mapped scene in Maya
- Painted matte elements in Photoshop
- Remapped shot, set up renders
- Created smoke particles in Cinema 4D

### Nothing Safer

- Tracked original plate in boujou bullet
- Created camera mapped scene in Cinema 4D
- Painted matte elements in Photoshop
- Set up and rendered separate passes
- Comped in Shake

### Car Bomb

- Photographed environment for matte shot.
- Painted/cloned mattes for shot from photographs.
- Recreated building elements as 3D geometry in Electric Image
- Set up camera map in Electric Image
- Set up and rendered separate passes
- Created smoke in Maya
- Comped in AfterEffects

### Haunted Castle

- Painted Mattes in Photoshop.
- Built geometry in Form-z
- Set up camera map in Cinema 4D
- Set up and rendered separate passes
- Created smoke in Maya
- Comped in AfterEffects

### Valley City

- Tracked original plate in Boujou
- Built geometry in Form-Z
- Painted matte elements in Photoshop
- Created camera mapped scene in Cinema 4D
- Set up and rendered separate passes
- Comped in Shake