

Daniel Rutter

rutterdesign@sbcglobal.net

SOFTWARE

| | | | |
|----------------|---------------|--------------|---------------|
| Maya 2010 | Cinema 4D | Photoshop CS | Painter 8.0 |
| Boujou Bullet | Shake | Zbrush | XSI 6.02 |
| Illustrator | Silhouette | Bodypaint | After Effects |
| Eyeon Fusion 5 | Final Cut Pro | InDesign | QuarkXpress |

EXPERIENCE

Compositor/CG Artist, *Get Smarter*, Element fx, San Rafael, CA 2007

Created camera mapped cg elements in XSI 6.02, rendered and composited three shots in Eyeon Fusion 5. Rotoscoped actors and made paint fixes in SilhouetteFX.

Matte Painter, *In Bloom*, Element fx, San Rafael, CA 2007

Finalized two matte shots, painted background hillside and sky replacement and composited the matte elements, revised and composited a second day for night matte shot to match other night shots in sequence.

Freelance Storyboard Artist, San Francisco, CA 2001-Present

Currently drawing shooting storyboards for production companies and advertising agencies. Clients include Kaleidoscope, Mekanism, Kaboom and Ogilvy Mather.

Matte Painter, *Doctor Island*, R!OT, Santa Monica, CA 2006

Built geometry in Maya 7, painted mattes in Photoshop for a powers of ten pullback.

CG Artist, *Nickelodeon Twister Moves Giveaway*, Wireframe Garage, San Francisco, CA 2006

Built and shaded geometry and virtual environment, set up camera moves and render passes for this commercial tie-in between Nickelodeon and Hasbro.

Lead Concept Artist, *Europa*, San Francisco, CA 2005-2006

Worked with the director to storyboard key scenes and illustrate environments, props, sets for this television movie. Guided production groups in development of cg elements based on my concept art and schematic drawings.

Teamleader, Digital Matte Team, PixelCorps, San Francisco, CA 2003-2004

Created 2D and 3D digital matte paintings including the creation of concept art, modeling, painting of mattes, pass rendering and compositing while directing the work of three Senior artists in a variety of projects while developing and integrating the Matte department within a production pipeline.

CG Artist, *Subaru Primalquest*, Wireframe Garage, San Francisco, CA 2004, 2006

Created and textured displaced terrain geometry based on Digital elevation maps for an animated fly-through of the race course. Rendered passes for final in C4D. Comped in AE.

CG Artist, *Video Mods*, MTV2, Big Bear Entertainment, San Francisco, CA 2004

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.

ZapMe!, San Ramon, CA, Art Director 1999-2001

Created storyboards and animatics to guide in the creation of interactive media.

Created illustrations and other elements for websites and interactive material.

Created 3-D animation, supervised stage shooting of live action elements for use in corporate promotional videos.

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EXPERIENCE

Directed a team of web designers and artists in the design and development of rich educational interactives.

American Museum of Natural History, New York, NY, Graphic Designer 1996–1998

Designed environmental graphics for a variety of exhibitions.

Designed brochures, teachers guides, invitations, exhibition promotional booklets, maps and scientific diagrams.

Created motion graphics elements for use in museum videos.

Using 3-D modeling software, created previsualizations of upcoming shows to aid content development, fundraising and exhibition promotion.

Beth Tondreau Design, New York, NY, Design Associate 1993-1995

Assisted in the design and production of books and related printed matter.

Responsibilities included book layout from design specifications, font customization, digital image manipulation/retouching and illustration.

Harakawa–Sisco Inc., New York, NY, Design Associate 1989-1993

PUBLICATIONS

Megalopolis Image, *Expose 4*, Ballistic Publishing
Borley Rectory, *Concept Art*, Ballistic Publishing
Monster Island, *Matte Painting 2*, Ballistic Publishing

EDUCATION

MFA, Film, Columbia University, New York NY 1998
BFA, Painting, Pacific Northwest College of Art, Portland OR 1987

REFERENCES

Available upon request