

Daniel Johnson digital paint artist

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OBJECTIVE

As a digital paint artist, my goal is to work on dramatic and seamless shots and create environments for major projects. On the San Francisco-based Pixel Corps Digital Matte team, I started out as a junior artist and moved up to team leader, working on digimatte projects in a professional pipeline. I have also done visual effects on feature films. Although most of my work is digital, I am a traditionally trained artist.

EXPERTISE

Matte Painter and Roto/Paint Artist

My recent work includes matte paintings on *Arthur & Merlin* and a series of promotional spots and commercials for ESPN. I also did matte painting and Nuke compositing on *Theeb* for Studio 400A. I have been working as a rotoscope/paint artist and did roto and plate reconstruction on *Rogue One: A Star Wars Story*, *Muppets Most Wanted*, *White House Down*, *Fast & Furious 6*, Disney's *World of Color*, and TV commercials. As senior artist on Pixel Corps' Digital Matte team, I worked on many projects, including John Knoll's *Apollo 11* animation. As team leader, I directed artists around the world, overseeing matte shots. My skills include photo-realistic painting, 3D environments, hard surface textures, camera projections, set extension, plate reconstruction, rotoscoping, and compositing.

Digital Illustrator and Designer

Since turning from traditional to digital media, I have excelled in creating realistic, dramatic artwork. My subject matter has a wide range, from architectural to technical to portraiture. Photoshop is my primary illustration tool, but I also create and use 3D geometry. In addition to illustration for print, exhibit, and web, I have built and maintained HTML websites and use Flash for animation and interactive content. My skills include photo editing, logo design, web design, ad layout, proofreading, and multi-page document production. I am currently doing freelance work.

Instructor

I began years ago as a college adjunct instructor and have taught for various training centers, including New York-based *Netcom* and the *Bay Area Video Coalition* in San Francisco. I also do private training and consulting. I have presented my unique techniques and approaches at the *North Bay Adobe Users' Group* and have taught Photoshop classes at the *Academy of Art University*. I am an Adobe Certified Instructor and I share my experience on my own illustration blog as well as writing articles and tutorials on various digital imaging websites. I enjoy writing and one of my accomplishments was researching, co-authoring, designing, and doing the layout for books on exploring Maya ruins. I currently teach at the *University of North Georgia*.

SOFTWARE

| | | |
|--------------------------|------------|-------------|
| Adobe Photoshop Extended | Cinema 4D | Mudbox |
| Adobe Illustrator | 3DS Max | Maya |
| Adobe Flash Professional | Nuke | Sound Forge |
| Adobe InDesign | Silhouette | |
| Adobe DreamWeaver | Mocha Pro | |
| Adobe GoLive | Synth Eyes | |
| Adobe After Effects | | |





CAREER

Freelance Digital Illustrator/Designer/Animator SEP 2009 - PRESENT

- Realistic illustration, video editing, graphic design, 3D animation for Ninetimes ad agency
- Digital visual effects (matte paintings, plate reconstruction, rotoscoping, compositing) on *Arthur & Merlin*, *Theeb*, *Ana's Playground*, and promos and commercials for ESPN
- Panoramic and technical digital paintings for Callahan Creek ad agency
- Cover illustration for *Foreign Policy* magazine
- Product packaging illustrations for LowePro



Lecturer - Department of Visual Arts

University of North Georgia, Dahlonega, GA, AUG 2017 - PRESENT

Taught digital design and animation classes



Digital Paint Artist

Industrial Light & Magic, San Francisco, CA, SEP 2016 - NOV 2016

Rotoscope and paint fix on *Rogue One: A Star Wars Story*



Contract Artist

Visual Concepts/2K Games, Novato, CA, MAR 2014 - AUG 2014

Painted character texture maps and created in-game icons for *NBA2K15*

VFX Artist

LDS Motion Picture Studio, Provo UT, APR 2013 - AUG 2013

Rotoscoped, camera tracked, and pre-comped for internal film projects
Worked in a node-based, command prompt-driven pipeline

FACTORY VFX

Rotoscope/Paint Artist

Factory VFX, Santa Rosa CA, FEB 2013 - MAR 2015 (currently on-call)

Plate reconstruction on *White House Down* and *Muppets Most Wanted*
Rotoscope on *Fast & Furious 6*, Progressive TV commercial, and Disneyland's *World of Color*



Instructor - Multimedia Studies Department

College of Marin, Novato CA, AUG 2011 - MAY 2015

Taught multimedia design, graphics, and typography classes



Instructor - Web and New Media Department

Academy of Art University, San Francisco CA, SEP 2010 - DEC 2011, SEP 2013 - DEC 2013

Taught undergraduate Photoshop digital imaging classes

EDUCATION

Bachelor of Fine Arts in Illustration

Brigham Young University, 1996

INDUSTRY

Adobe Certified Expert

Photoshop Extended CC Illustrator CC Flash Professional CS5



Designer Spotlight

Layers Magazine, May/June 2008



Guru Award Winner in Illustration

Photoshop World, 2007, National Association of Photoshop Professionals



Team Leader

Digital Matte team, Pixel Corps, San Francisco

LANGUAGES

Español

Deutsch

Русский

