

Daniel Johnson digital matte artist

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OBJECTIVE

As a matte painter, my goal is to work on major professional projects. For a few years I have been with the Pixel Corps in San Francisco on the Digital Matte team, starting out as a junior artist and moving up to team leader, working on digimatte projects in a professional pipeline. Although most of my work is digital, I am a traditionally trained artist. I also teach computer graphics and animation and am Adobe Certified.

EXPERTISE



CERTIFIED EXPERT
Photoshop®



CERTIFIED EXPERT
Illustrator®



CERTIFIED EXPERT
Flash® Professional

Matte Painter

As junior, then senior artist on Pixel Corps' Digital Matte team, I have worked on a variety of projects, including *The Chocolate Curse*, *No Safe Place*, and the *Apollo 11* animation headed by John Knoll. As team leader, I directed artists around the world, scheduling and overseeing effects shots in a trailer for *Europa*, a science fiction film, and *Shark Attack Mess*. One of my more recent Pixel Corps shots was a 2D matte painting for *Ana's Playground*. On my own, I have created matte paintings for the independent zombie film *Flesh of My Flesh* and I'm currently painting backgrounds for a potential animated series. My skills include photo-realistic painting, 3D environments, hard surface textures, matchmoving, camera projections, background removal, 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. Currently, I am a freelance artist.

Instructor

I began ten years ago as a college adjunct instructor and now teach 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 teach Photoshop classes at the *Academy of Art*. I am an Adobe Certified Instructor in the latest versions of Photoshop, Illustrator, and Flash, 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 a book on exploring Maya ruins.

SOFTWARE

Adobe Photoshop Extended	Adobe Illustrator
Corel Painter	Adobe Flash Professional
Cinema 4D	Adobe InDesign
3DS Max	Adobe DreamWeaver
Adobe AfterEffects	Adobe GoLive
Boujou	Sound Forge
Shake	





CAREER

Instructor - Web and New Media Department

Academy of Art University, San Francisco CA, SEP 2010 - present

Taught undergraduate Photoshop digital imaging classes

Instructor - Computer Studies Department

Santa Rosa Junior College, Santa Rosa CA, SEP 2001 - present

Taught Photoshop, Illustrator, Flash, and other graphics classes

Assisted students with class projects in computer labs

Senior Art Director

Ninetimes Ad Agency, Santa Rosa CA, MAY 1998 - SEP 2009 (now freelance)

Created digital illustrations for print and web

Designed, created, and maintained HTML and Flash websites and animations

Prepared art and documents for four-color printing and press-checked final work

Designed and produced corporate logos and graphics

Worked with the creative team to develop advertising concepts

Interviewed and hired artists and designers

Translated copy for print and online material into Spanish

Lead Digital Artist and Animator

Interactive Magic (GSE Erudite) Provo UT, NOV 1992 - JAN 1998

Designed overall look of game interface and animations for *The Great Battles* series

Worked closely with programmers on art/code issues and gameplay improvements

Art directed other artists on the project

Shot, edited, and rotoscoped video

Edited game audio

Interviewed and hired artists

EDUCATION

Bachelor of Fine Arts in Illustration

Brigham Young University, 1996



Adobe Certified Instructor and Expert

Photoshop CS5

Illustrator CS5

Flash Professional CS4

INDUSTRY

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

