

BRIAN LAFRANCE

OBJECTIVE

Matte Painter/Environment TD position utilizing multiple skill sets to create environments for live action features, games or virtual reality.

SUMMARY OF QUALIFICATIONS

Matte Painting with Photoshop
Terrain creation with World Machine, Gaea, Houdini, Zbrush
Modeling in Maya, Blender and 3dCoat
Scene Assembly and Lighting in Clarisse
2D/3D Compositing in Nuke

WORK EXPERIENCE

2019-Present DreamWorks Animation, Glendale, CA

Matte Painter

Trolls2, Boss Baby 2 productions.

2017-2019 High Moon Studios, Carlsbad, CA

Senior Vista Artist

Producing background environments for Destiny 2 "Foresaken" and Call Of Duty "Modern Warfare 4" games

2013-2016 DreamWorks Animation, Glendale, CA

Matte Painter

Boss Baby production.

2013-2016 Walt Disney Feature Animation, Burbank, CA

Matte Painter/Set Extension Artist

Lead Matte Painter/Set Ext. Artist on Big Hero 6. Helped to define workflow and process for new department.

Matte Painter on Zootopia. Mostly responsible for large terrain creation.

2012-2013 Rhythm And Hues, El Segundo, CA

Matte Painter

Matte Painter on RIPD, Django Unchained and Seventh Son.
Lead Matte Painter on Black Sky. Helped train new
matte painters in proprietary R&H software.

2009-2012 Blizzard Entertainment, Irvine, CA

Matte Painting Supervisor

Supervised team of 5-10 matte painters for StarCraft, World of Warcraft and
Diablo titles. Duties included preliminary art direction, layout/shot setup,
bidding, scheduling, shot execution planning, and software R&D in addition to
ongoing MP TD duties.

2008-2009 Blizzard Entertainment, Irvine, CA

Matte Painting Technical Director

Supported matte painters with duties including modeling, texture mapping,
lighting, compositing, terrain generation, and camera projection setup.

2004-2007 Walt Disney Feature Animation, Burbank, CA

Sequence Lead

Created and maintained lighting and compositing procedures for sequences on
“Meet the Robinsons” animated feature

2002-2004 DreamWorks Animation, Glendale, CA

Lead Lighter

Created and maintained lighting and compositing procedures for sequences on
“SharkTale” animated feature
Developed looks and shaders for “SharkTale”

1999-2002 The Secret Lab (Disney), Burbank, CA

Technical Director

Lit, textured, developed looks, particle efx for theme park attractions, tv and film
Lighting Supervisor on “Kangaroo Jack”

1996-1999 Industrial Light and Magic, San Rafael, CA

Technical Director

Lit, textured, developed looks, particle efx for commercials and films including
Star Wars: Episode 1, The Haunting

1995 Freelance

Technical Director

Lit, modeled, textured, and composited for games, TV and film clients including
Tippet Studio, Spectrum Holobyte, SGI

1993-1995 Atari Games, Milpitas, CA

Animator

Designed, modeled, textured, lit, and rendered models for arcade games and associated marketing materials

1992-1993 Animated Systems and Design, Palo Alto, CA

Animator

Created animated presentations for disk-based advertising

EDUCATION

2007 Thomas Edison State College, Trenton, NJ

Bachelor of Art, Art

1989-1992 San Jose State University, San Jose, CA

Computers in Art, Design, Research and Education

Minor in Computer Science

REFERENCES

Available upon request