

Danielle Powers

619.977.4271
powers3d@gmail.com
www.powers3d.com

Visual Development Artist, Background Painter

Warner Bros. Animation

October 2016 – Present

Background Painter

- *Green Eggs and Ham, Animated Netflix series*
- Paint Color Keys, Layouts and Sets/props using Photoshop.

Paramount Animation

May – October 2016

Visual Development Artist

- *Amusement Park (Feature).*
- Paint over CG models and design various background elements and props in Photoshop.
- Texture callouts of realistically painted props.
- Paint color/lighting keys over rough models and layouts.

Disney Television Animation

December 2013 – April 2016

Background Painter

- *Penn Zero Part-time Hero, Sofia the First.*
- Paint Layouts using vector masks and custom stylized texture brushes in Photoshop.
- Create color/texture reference paintings for subcontract studio

Disney Toon Studios

January – March 2013

Character Visual Development Artist

- Character Vis Dev Painter for “The Pirate Fairy” (Tinkerbell 5).
- Create color keys for five of the main characters.
- Render realistic paintings over character drawings, including ortho and 3/4 views.
- Collect reference images for cloth, hair and surface materials to pass on to texture painters.
- Apply textures to painted characters for texture reference.

Creation Studio Productions

December 2011 – December 2012

Freelance Visual Development Artist & Set Designer

- Primary visual development artist & set designer for an animated feature, *Saving Santa*.
- Helped establish the overall style of the film with the director and production designer.
- Designed 12+ interior and exterior sets and dozens of props using Maya and Photoshop.
- CG set design to establish layout and architecture of environments.
- Digital paint over CG renders to create lighting and color keys.
- Created texture and model reference for overseas studio.

Nickelodeon Animation Studios

May 2007 - May 2008

CG Texture Artist Apprentice

- *Tak and the Power of Jujū, The Penguins of Madagascar, Fanboy*
- Painted textures using Photoshop. Textures varied in style from slightly realistic to stylized and painterly. Texture seams were removed using BodyPaint, followed by detailed turnaround renders of each completed character and prop. All rendered was done using Maya Software.
- Created complex shading networks in Maya including hand-painted and procedural. Materials created and edited included various metals, glasses, liquid, ice, plastic and slime.
- Textured 100+ props, 20+ characters and sets.

EDUCATION:

Concept Design Academy

2009 - 2011

The Art Institute of California - San Diego

2004 - 2007

Bachelor of Science, Game Art & Design

3.8 GPA (Honors Distinguished Graduate)