

Dan Brittain

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Summary

I am a highly skilled and experienced Senior 2D VFX artist/compositor/motion graphics artist with 11 years experience living and working in Vancouver British Columbia, Canada

Software Experience

I have advanced production level experience with Nuke, Shake, After Effects, Digital Fusion, Photoshop, Illustrator, Boujou, Mac/PC/Linux.

Skills & Attributes

- Strong well-rounded general VFX understanding and ability
 - Advanced compositing, matte painting, tracking, keying, rig removal, animation, paint, and clean up
 - Great eye for color, form, composition, design, motion, and timing
 - Strong up-to-date knowledge and comprehension of current compositing techniques and software
 - Outstanding dedication and work ethics
 - Great leadership skills; can lead by example
 - Very good at working co-operatively with other artists and supervisors
 - Sense of humour!
 - Adaptable, even under pressure
 - Self motivated
 - Positive attitude
 - Understanding of the 3d process to communicate with other artists
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Employment History

Zoic Studios Oct 2010- May 2011	Senior VFX Composer Worked as a compositor on Premium Rush , 30 Minutes Or Less , V , and Once Upon A Time .
CIS Vancouver July 2010 – Aug 2010	Senior VFX Composer Worked as a compositor on a series of South African commercials called “Shout” as well as a compositor on the feature film “ Red ”, which is based on a graphic novel.
Goldtooth Creative Jan 2010 – Mar 2010	Senior VFX Composer/Motion Graphics Artist Worked as a compositor on villain cut scenes for the video game “ Spider-Man – Shattered Dimensions ”.
Five VFX Jan 2010 – Mar 2010	Senior VFX Composer Worked on a project for the band “ Angels & Airwaves ” as a compositor on the feature length film “ LOVE ”
Technicolor Creative Nov 2005 – Dec 2009	Senior VFX Composer The last TCS project was the film “ Ramona & Beezus ”. Worked on a handful other films and projects, those of note were: “ Codename: The Cleaner ”, “ In The Name Of The King: A Dungeon Siege Tale ”, “ White Noise 2 ”, “ Are We Done Yet? ”, “ Jennifer’s Body ”, and “ Passengers ”.
Brightlight Pictures July 2005 – Nov 2005	Senior VFX Composer Worked as an ‘In-house’ compositor using Digital Fusion on the feature film “ Slither ”. Worked closely with supervisors, and CG artists to create realistic visual effects, making CG tentacles interact with actors, destroy things, and cause general tentacle-y havoc.
Technicolor Creative Feb 2005 – June 2005	Senior VFX Composer Worked as a compositor using After Effects on the feature film “ BloodRayne ”. Worked closely with supervisors, clients, and CG artists to create realistic visual effects.
Harwood Studios Sept 2004 – Nov 2004	VFX Composer Worked as 1 of 3 artists (the only compositor) using After Effects to create effects and assemble CG elements for a 3 minute full CG Pre-Visualization (a WWII game created for Relic Entertainment called “ Company of Heroes ”). My tasks included element organization as well as all compositing duties.
Rainmaker Mar 2004 – Jun 2004	VFX Composer Worked as a VFX compositor using Digital Fusion on the feature film “ I,Robot ”. Worked closely with supervisors, clients, and CG artists to create realistic visual effects, mainly for the ‘house demolition sequence’ of the film.
Artifex Studios Feb 2000 – Feb 2004	VFX Composer - Motion Graphic/Computer Playback Artist – 3d Artist Worked as a digital artist at Artifex Studios on a massive variety of projects in 3d and 2d.
Art Institute (CDIS) Jan 2004 – Feb 2004	Instructor – Advanced Visual Effects and Compositing Teacher for the Visual Effects final semester class teaching 6 four hour classes.
Pixelmedia Sept 1998 – Jan 2000	Digital Artist – Motion Graphics Artist Worked as a digital artist on educational multimedia CD roms.

Production Credits

(IMDb: [Dan Brittain](http://www.imdb.com/name/nm1603074/) @ <http://www.imdb.com/name/nm1603074/> for a complete credit list)

- [Red](#) 35mm Feature – Summit Entertainment
VFX Compositor – Compositor on a variety of shots in the feature film based on the graphic novel.
- [Ramona & Beezus](#) 35mm Feature – Fox 2000
VFX Compositor – (Based on the books by Beverly Cleary) Worked mostly on the ‘bankers sequence’, which was a tilt shift lens effect look when Ramona imagines bankers coming and literally stealing her family’s house, as well as the ‘monkey bars’ sequence, where Ramona imagines the monkey bars she is playing on are hanging over a mountain range that splits into a huge cavernous valley.
- [Passengers](#) 35mm Feature – Mandate Pictures
VFX Compositor – Compositor on a plane crash sequence combining practical interior/cabin/plane greenscreen footage and elements with CG generated sky, wing, fire and debris.
- [Are We Done Yet?](#) 35mm Feature – Sony Pictures
VFX Compositor - Composited a large variety of effects shots combining practical, green screen, and CG elements to create final shots for theatrical release.
- [White Noise 2](#) 35mm Feature – Brightlight Pictures
VFX Compositor – Compositor on a variety of shots.
- [Dungeon Siege](#) 35mm Feature – Brightlight Pictures
VFX Compositor – Compositor on a variety of shots. In charge of compositing the entirety of the ‘bladeroom’ sequence in the film.
- [Slither](#) 35mm Feature – Brightlight Pictures
VFX Compositor - Worked ‘In-house’ compositing a large variety of shots including green screen, wire removal, and time remapping. Combined CG tentacle elements with live action film plates, making the lead actress appear to be getting tossed around, and generally making things look slimy and gross
- [BloodRayne](#) 35mm Feature – Brightlight Pictures
VFX Compositor – Composited a variety of effects shots combining practical, green screen, and CG elements to create final shots for theatrical release. Worked on the entire ‘bladeroom’ sequence, consisting of over 30 shots
- [I.Robot](#) 35mm Feature – 20th Century Fox (*Nominee in the 2005 Oscars for Visual Effects*)
VFX Compositor – Composited a variety of effects shots combining practical, green screen, CG, and ¼ scale practical footage elements to create final shots of the ‘house demolition bot sequence’
- Computer Playback [The One](#), [The Core](#), [The Perfect Score](#), [Josie and the Pussycats](#), [Cats and Dogs](#), [Dreamcatcher](#), [Dark Angel](#), [UC: Undercover](#), [The Lone Gunmen](#), [Taken](#), [A Wrinkle In Time](#), [Smallville](#), and many others.
1 of 3 artists who created interactive computer playback graphics and onset playback for feature films, television, and MOW’s. This was the majority of Artifex’s work during my first two years of employment with them.
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Other Credits

No Fun City	Documentary Opening Title Sequence – Composer Worked as a compositor with Ken Meyer of the caffeine collective to create the opening title sequence of the documentary film “ No Fun City ”. Directed by Melissa James and Kate Kroll... this film tells the story of the Vancouver underground music scene. It’s great documentary and I’m proud to have been a part of it!
Veda Hille – Lucklucky	Music Video – Motion Graphics VFX Compositor – Worked on another Veda Hille music video, this time for the song “ Lucklucky ”. Did all the compositing under very specific creative direction. We did a taxidermy photo shoot, too. Which ruled!
Veda Hille – Bedlam!	Music Video – Motion Graphics VFX Compositor – Helped a friend out on a music video for Veda Hille for the song “ Bedlam! ”, which was nominated for a Western Canadian Music Award for ‘video of the year’ in 2006. Composited footage and photo sequences of Veda and crows into stylized BG settings and drawings.
Soma City Ward – Fade	Music Video – Concept Design/DV Filming/On Set Work/Post VFX Worked with friends (Corey Bramall & Jason Toth) to create a music video for Soma City Ward ’s song “ Fade ”. Worked from concept design to shoot to post production with Corey, Jason and some helping hands to create a full music video for Triton Films .
Hollywood and Vines	Title Design – Motion Graphics Worked with friend (Corey Bramall) to create and design motion graphics and titles for a Terry David Mulligan/Jason Priestly wine tasting show called “ Hollywood And Vines ”.
The Bruce Movie	Title Design – Motion Graphics Worked with friends (Corey Bramall & Jason Toth) to create titles and motion graphics for the surf film “ The Bruce Movie ”
Crazy 8s	Local Film Festival – Title Design Created the opening title sequence and credits for the 2003 Crazy 8s film festival.

Education

Art Institute Vancouver 1997 – 1999	AI Vancouver Graduated from a 2 year CG animation program at the Center for Digital Imaging and Sound (now the Art Institute). I received advanced placement out of highschool with a scholarship. I completed the Digital Arts Masters Program, learning the basics of animation, design, compositing and 3d.
Maple Ridge Secondary 1992 – 1997	M.R.S.S. Graduated from Maple Ridge Secondary in French immersion preferring arts and sciences. I attained the honor role status throughout high school and received provincial and district scholarships in art upon graduation.
