

DONALD CAMPBELL

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OBJECTIVE:

A full-time or contract position in an animation, game or VFX studio

SUMMARY QUALIFICATIONS:

- Experienced in: Layout, Pre-viz, Post-viz, Character Rigging, Modeling, Texture Painting, Character Animation, Effects, Match-Moving, & Roto-Scoping
- Extensive production experience both in small boutiques and large animation studios
- Broad-based knowledge of Maya, Mental Ray, AfterEffects, Final Cut, Boujou, Photoshop, Zviz
- Working knowledge of Nuke and Syntheyes
- In-depth knowledge of various high-end applications

WORK EXPERIENCE

LUCASFILM ANIMATION - Nicasio, CA 06/10 – 11/12

Story / Layout / Pre-vis Artist

“Undisclosed Feature Film”

Story Artist

“Star Wars: The Clone Wars” Television Episodic

HALON ENTERTAINMENT - Santa Monica, CA 04/10

Post-viz (camera animation, blocking, tracking & compositing)

Fox Studios “Gulliver’s Travels”

NTROPIC - San Francisco, CA 02/05 - 11/06 & 3/10

3d Animation/Effects/Texture Mapping/Tracking/Compositing

Hewlett Packard, Calphalon, "Underworld2: Evolution", M&M, HP, Quietdrive, Lowes

CORE STUDIO - San Francisco, CA 01/10 – 2/10

Modeling/Tracking/3D Environments

Sony Playstation

DREAMWORKS ANIMATION / PDI – Redwood City, CA 01/07 – 1/10

Character Pre-viz Modeler

“Shrek 4”

Character Technical Director

“Megamind”

Character Technical Director

“Merry Madagascar” (Madagascar TV 2009 Christmas Special)

Rough Layout Artist

“Madagascar 2: The Crate Escape”

- Collaborated with Guillermo Navarro (*Oscar Award winner in cinematography for Pan's Labyrinth*) to create dynamic and interesting cinematic layout

- Regularly met with Directors and Layout Supervisor to discuss and create dynamic cinematography in shots & sequences
- Laid out camera, character and designated representational dynamic actions as needed from storyboards through final visualization of sequence to deliver to animation
- Worked with both proprietary software and Maya to create shot/sequence layout and pre-visualizations
- Up to speed and working regular artist shot-load within 3 weeks of new software training

RADIUM - San Francisco, CA 01/04 -12/04

3d Animation/Texture Mapping/Tracking/Compositing/Matte Painting

Kool Aid (3 spots), FORD

DISNEY ANIMATION / COMPLETE PANDEMONIUM 04/03 -11/03

Pre-viz Animator / 3D Animation / Layout / Modeling / Texturing / Compositing

"The Wild" Feature Film

REALITY CHECK STUDIOS - Los Angeles, CA 06/01- 02/03

3D Animation/Effects/Texturing/Compositing

"Behind Enemy Lines"/"The Core" (opening & closing seq.)/ "Jersey Girl" (effects)

SASSOON FILM DESIGN - Santa Monica, CA 12/01- 03/02

3d Animation/Effects/Compositing Stereo IMAX

"The Haunted Lighthouse" (effects)

LOOK EFFECTS - Los Angeles, CA 03/00 - 04/01

3D Supervisor (in addition: Effects/3d Animation/Compositing/Shot Tracking)

"Night Visions" (Pilot Television Episode)

Lead Animator (in addition: Texture Mapping/Compositing)

"First Watch" (Fly through of the Solar System)

CINESITE - Los Angeles 04/97 - 06/99

3d Animation/Effects/Modeling/Texture Mapping/Match Mover/Matte Painting/Concept Artist

"Sphere", "13th Warrior", "Practical Magic", "Chill Factor"

EDUCATION

- 1998-2003 Gnomon Inc., School of Visual Effects, Hollywood CA
- 1991-1995 Bachelor of Fine Arts: Photography, California Institute of the Arts, Valencia, CA

Additional Training:

- 2009 City College, San Francisco: Python Programming Classes
- 1996 American Film Institute, Los Angeles, CA: Digital Video/After Effects
- 1996 University of California at Los Angeles Extension Program: Computer Graphics and 3D Animation