

Danielle Powers

619.977.4271
powers3d@gmail.com
www.powers3d.com

OBJECTIVE:

Background Designer, Texture Artist, Visual Development Artist

EDUCATION:

The American Animation Institute

2008 - Present

- Glenn Vilppu - *Figure Drawing*
- Karl Gnass - *Advanced Life Drawing, Figure Painting*
- Will Weston - *Composition for Animation & Film, Landscape Drawing for Layout*

Concept Design Academy

- Robert Condo - *Environment Design*
- David Colman - *Character Design*
- Jackson Sze - *Gouache Plein Aire Painting*

The Art Institute of California - San Diego

2004 - 2007

Bachelor of Science, Game Art & Design
3.8 GPA (Honors Distinguished Graduate)

EXPERIENCE:

Nickelodeon Animation Studios

2007 - 2008

CG Texture Artist Apprentice

- *Tak and the Power of Juju, 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. Edited existing shaders to suit the style of a particular show. All shaders were exported and saved in a collaborative shader library which I helped organize and contribute to.
- Textured 100+ props, 20+ characters and sets.
- Worked with Art Director to determine desired aesthetic of textures.
- Organized reference material provided by Dreamworks Animation and helped create model packs for props and characters.
- Worked with CG Supervisors to create optimal UV layouts for dozens of props and characters using Maya's UV Texture Editor.
- Lit and composited hundreds of shots in Maya and After Effects.

ACCOMPLISHMENTS:

Gallery 839

September 2011

I was invited to display my artwork in the Animation Guild's art gallery. The theme I chose was digital paintings rendered in Photoshop and Painter to look like traditional art. The main piece in the show was a painting of the sculpture "The Esquiline Venus", painted using a laptop and Wacom tablet inside the Louvre Museum in Paris, France. Other pieces included a painterly Midwest scene, Eyvind Earle style forest and a visual effects style Apocalyptic Los Angeles.

Nickelodeon Gallery

May 2009

I displayed my traditional oil paintings in Nickelodeon's art gallery. The paintings consisted of still life studies and various landscapes painted from photos as well as conceptual scenes.