

Danielle Powers

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Warner Bros. Animation

October 2016 – Present

Vis Dev Artist & Background Painter

- *Gremlins* - Created layouts in Maya based off of storyboards. Painted over renders to create final layouts/paintings for backgrounds in this CG show.
- *Animaniacs* - Painted backgrounds and color script.
- *Green Eggs and Ham* - Painted backgrounds and color keys.

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 Mobile/Publishing

March 2013 – April 2016

Lead Concept Artist

- Created concept art for props and matte paintings in two Disney Mobile games: Stack Rabbit and Frozen Build-It.
- Worked with Mike Giaimo, Art Director of Frozen, to come up with a simple, stylized version of the film for the game.

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.
- Digital paint over CG renders to create lighting and color keys.
- Created texture and model reference for overseas studio.

REFERENCES:

Pascal Champion

Art Director on Green Eggs & Ham

415-430-8141

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Fred Warter

Art Director at Paramount

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Susan Harris

Lead Surfacing TD at Dreamworks

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