

Bryan Johnson

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Software

Experienced

Mari, Body Paint, Photoshop, Maya, Arnold, RedShift, Renderman, Vray, Headus, UV Layout, Mudox, After Effects, Shotgun

Operating Systems

Windows, Linux, Mac

- Specializing in a variety of textured details and styles. From photo realistic to painterly for film, broadcast, commercials and games.
- Collaborative team-player who excels working with clients, management, technicians and artists.
- Enthusiastic thirst for educating and learning from other people.

Experience

nGenious Studios

Surfacing Artist

2017

Troll, the Tale of a Tail. The studio's first CG animated feature. Used Headus UV, Maya Unfold 3D, Zbrush, Mari (Layers and Nodes), Photoshop and RedShift to create textures for characters and props.

Zero Day

Look Dev/Surfacing Artist

2015/16

An independent film short

I UV'd hard surface models, created photo realistic textures, shaders and lit with sIBL using Mental Ray in Maya. Painted textures in Mari.

Arc Productions

Surfacing Artist

2015

Unilever Blue Band CG animated TV Commercial. Using Mari, Maya and Photoshop to create textures for characters and props., UVs in Headus UV Layout and rendering with Arnold.

Vortex Immersion Media

Texture Artist

2014

Dome Event

Constantine / NBC

Created photo realistic textures for interior and exterior sets to be used in a camera fly through, dome presentation at Comic-Con. Used Photoshop and Maya.

Traceback Studios

Texture Artist

2013

Animated Short

One Per Person

Used Mari, Headus UVLayout, Photoshop and Maya to texture props per artwork reference.

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Daniel Brewster Short Film	Modeler/Texture Artist Daniel Brewster and the End of the World Modeled and texture painted photo real fish of the California Coast. Models were multiplied and comped in a live action FX shot. Maya, Headus UV Layout, BodyPaint, Mudbox and Photoshop.	2012
Nickelodeon TV Shows	Texture Artist Monsters vs. Aliens, Kung Fu Panda, Penguins of Madagascar, Fanboy and Chum Chum Used Maya, Photoshop, Body Paint and Mudbox to paint color, spec, bump and normals for characters, props and sets. Made shader adjustments per node in attribute editor for Mental Ray & Maya's software render.	2008-2012
Picture Mill Film	Modeler/Texture Artist Death Race Modeled and textured photo real interior parts of a car engine for the title open sequence. Used Headus UV Layout, Maya and Photoshop.	2008
Ring of Fire Commercial	Modeler/Texture Artist Chesapeake For a cityscape fly through, modeled and textured photo real buildings using Maya & Photoshop.	2008
Jim Henson Co. TV Show	Texture Artist Sid the Science Kid Painted textures for environments and props. Used Maya, Photoshop, and Headus UV Layout.	2007-2008
Picture Mill Film	Modeler/Texture Artist Final Destination 3 For the opening title sequence of film, modeled and textured various buildings, rides and mechanical gears.	2005-2006
Fasa Studios/Microsoft Game	Texture Artist Shadowrun Texture painted game assets and environments using Photoshop, Painter, Maya and proprietary software for creating normals.	2006
Ignite Creative TV Show	3D Generalist Bones Used procedural textures on a variety of skeleton parts developed in Maya. Tracked HD plates in Boujou, rendered out particles and comped some shots.	2005
Reality Check Studio TV Show	3D Generalist / Compositor The Poseidon Adventure/NBC Created various textures for the cruise ship. Roto, tracked & comped in After Effects.	2005

P3

Ring of Fire Film	Texture Artist Sky Captain and the World of Tomorrow Used Maya 3D Paint and Photoshop to create textures for the chained dog skeleton.	2004
Disney Feature Animation Short Film	3D Generalist / Composer Lorenzo Used Maya, Sable (a Disney proprietary painting program) and Shake for Lorenzo, an Academy Award nominated animated short.	2003
Picture Mill Film Trailer	Modeler/Texture Artist Paycheck Modeled and created photo real textures of a computer and its internal components for an “exploded view” animation used in the trailer.	2003
Reality Check Studio Film	3D Generalist / Composer Behind Enemy Lines Texture painted out film elements. Also tracked, rotoscoped and composited final.	2001
Duck Soup Commercials	3D Generalist Post Cereal, Nestle, Bell Atlantic and Keebler Did modeling, lighting, tracking, texturing, animation and rotoscoping for multiple commercials.	1999–2001

Education

Gnomon	Mari Workshop	2014
CG Society	Professional production classes in: Mari, CG Hair, LookDev and Vray	2012–2013
Internship	Duck Soup Studios Learned generalist duties including: modeling, lighting, texturing, camera-tracking, rotoscoping and animation. Became familiar with UNIX systems.	1998–1999
BFA Liberal Arts	Creative Arts, San Francisco State University West Valley Community College (to transfer to SFSU)	
Groups	Siggraph – Los Angeles Chapter, ASIFA–Hollywood, Academy of Television.	