

Bryan Johnson

Texture Painter

(310) 497-8071

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Software Proficiency

Maya, Photoshop, Painter, Body Paint, Headus uvLayout, Mudbox, After Effects

OS: Windows, Linux, Mac

Learning: Mari, Zbrush, Nuke

Film Projects

Death Race (2008) **Texture Painter**. Picture Mill. Modeled and texture painted photo real interior parts of a car engine for the title open sequence.

Beverly Hills Chihuahua (2008) **Surface Texture**. Picture Mill. Textured text & sign for trailer.

Final Destination 3 (2005/2006) **Texture Painter**. Picture Mill. For the opening title sequence of film. Modeled and textured various buildings, rides and mechanical gears.

Sky Captain and the World of Tomorrow (2004) **Texture Painter**. Ring of Fire. Used Maya 3D Paint and Photoshop to build and paint textures for the chained dog skeleton.

Lorenzo (2003) **Surface Texture**. Walt Disney Feature Animation. Used Maya, Sable (a Disney proprietary painting program) and Shake for Lorenzo, an Academy Award nominated animated short.

Spiderman 2 (2003) **Texture Painter**. Reality Check Studios. Painted a clean bg plate using Photoshop for a rotoscoped, rig removal scene comped in AE.

Paycheck (2003) **Texture Painter**. Picture Mill. Modeled and created photo real textures for a trailer.

Behind Enemy Lines (2001) **Texture Painter**. Reality Check Studios. Also tracking, roto & comp.

Television Projects

Penguins of Madagascar S1, Kung Fu Panda S1 and Fanboy & Chum Chum S1 & 2

(July 2008 - Aug 2011) **Texture Painter**. Nickelodeon. I used Maya, Photoshop, Body Paint and Mudbox to surface paint color, spec, bump & create normals for characters, props and sets. Make shader adjustments per node in attribute editor for Mental Ray & Maya's software render.

Chesapeake Commercial (2008) **Texture Painter**. Ring of Fire. For a cityscape fly through, model and texture photo real buildings using Maya & Photoshop.

Sid the Science Kid (Nov 2007 - Jan 2008) **Texture Painter**. Jim Henson Co. Painting Textures for the environments and props. Used Maya, Photoshop, and Headus uvLayout.

Bones (2005) **Surface Texture**. Ignite Creative. Used procedural textures on a variety of skeleton parts developed in Maya. Tracked HD plates in Boujou, rendered out particles and comped some shots.

The Poseidon Adventure (2005) **Surface Texture**. Reality Check Studios. Created various textures on the cruise ship. Roto, tracked & comped in AE.

Treasure Planet (2002) **Surface Texture**. Tigar Hare Studios. My responsibility was applying the textures and light the main cg character to match the live action plates for a Disney Channel promo.

Keebler, Post, Bel Atlantic & Nestle (1999-01) **Texture Painter**. Duck Soup Studios. Texturing a variety of projects that also included 3d Modeling, Lighting, Camera Tracking, Roto & Animation.

Game Projects

Shadowrun (2006) **Texture Painter**. Fasa Studios/Microsoft. Texture painting game models and environments in a stylized photo real / painterly look using Photoshop, Painter, Maya and proprietary software for creating normals, other tasks and UV editing.

Employment

Nickelodeon Animation Studios 2008 - 2011

Picture Mill 2003, 2005, 2006, 2008

Ring of Fire 2004, 2006, 2008

Jim Henson Co. 2007 - 2008

Fasa Studios / Microsoft 2006

Ignite Creative 2005

Walt Disney Feature Animation Studios 2003

continued

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Employment (continued)

Tigar Hare Studios 2002

Reality Check Studios 2001, 2003, 2005

Duck Soup Studios 1999, 2000, 2001

Education:

Internship (1998-1999) Duck Soup Studios: Learned Maya and Unix in the 3d department.

San Francisco State University *San Francisco, Ca*

B.A., in Creative Arts with emphasis in film and broadcasting production.

User Groups: Siggraph - Los Angeles Chapter / ASIFA-Hollywood / Academy of Television

Other interests: Photography and painting with acrylics.