

Darin Hilton

Lead Concept Artist/Art Director/Matte Painter

darinhilton@gmail.com

EXPERIENCE:

- Vive Now Productions**, San Francisco, CA **10/12 – Present**
Art Director, Concept Lead. (Freelance)
Duties include: Producing 3d Environment designs for documentary film project, managing outside vendors and finishing final shots.
- Industrial Light & Magic**, San Francisco, CA **10/07 – 10/12**
Senior Lead Matter Painter. 4/11 – 10/12
Shows included: Pacific Rim, GI Joe 2, Battleship, Redtails and Supervisor Mission Impossible 4 (Singapore). Also sent to Singapore to train staff there.
- Senior Matte Painter.** 10/07 – 4/11
Duties included: Shot look development, concept work, precomps, modeling and asset development for sequence work. *Shows included:* Iron Man 2, Transformers the Ride, Super 8, Cowboys and Aliens, Transformers 3, Indiana Jones 4, Transformers 2, and Star Tours 2.0.
Show Awards: ILM Best Overall Shot Ironman2 (Japanese Garden, original concept and built environment), ILM Best Environment Battleship (Interior Alien mothership, original concept and built environment), ILM Best Environment Transformers the Ride (Chicago environment) and ILM Best Overall Shot Redtails.,
- Matte World Digital**, Novato, CA **07/07 – 10/07**
Lead Matte Painter. *Duties included:* concept work for the docking tower and look development on Golden Compass.
- Digital Domain**, Venice, CA **10/06 – 07/07**
Lead Matte Painter. *Duties included:* shot design for the ice sequence, look development and matte paintings on Pirates of the Caribbean 3
- Matte Painter.** **10/05 – 05/06**
Duties Included: production of cyc assets for Nuke compositing and one off matte shots for My Super Ex-Girlfriend
- Yu + Co**, Los Angeles, CA **05/06 – 10/06**
Lead Matte Painter. *Duties Included:* Creation of Jerusalem city model and look development/subsequent photoshop paint work and client sessions with the Director Catherine Hardwick on The Nativity story.
- Radium**, Santa Monica, CA **09/03 – 10/05**
Lead Matte Painter.
Duties included: bidding for matte shots, storyboard work, concept art and production of several matte paintings for music videos (Missy Elliot, Ludacris) commercials (McDonalds, Lugz, Maxwell House) and Film (Are we there yet?) My work on Missy Elliot won a VES award for best visual effects in a music video.
- 3d Generalist**, Marina Del Rey, CA **1996 – 2003**
2d/3d Artist. *Duties included:* modeling, texturing concept work, Matte painting and storyboard work on various commercial, television and Film projects.

Realtime associates, El Segundo, CA

1992 – 1996

Art Director & Concept Artist. *Duties included:* training and supervising six artists, concept art, storyboard work and look development on several Video Game properties for Sega, Activision, Trimark interactive and Sony.

Freelance, Studio City, CA

1991 - 1992

Character Animator. Duties included Animator, Storyboard Artist, Character Design and Background layouts at several Hollywood animation studios, including Warner Brothers, Baer Animation studios, Gunther Wahl studios, Kurtz and Friends, Sullivan Bluth Studios and Disney Television Animation.

EDUCATION:

Auckland University of Technology, Graphic Design, Major in Illustration, 1989

SOFTWARE SKILL SET:

Maya/Mentalray: 12 years exp. **Adobe Photoshop:** 14 years exp.

Zbrush 5 years exp. **Nuke** 5 years exp. **Adobe After Effects** 5 years exp. **Vray:** 1 year exp.

3DSMax: <1 year exp.