

# Dan Brittain

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## **Summary**

I am a highly skilled and experienced Senior 2D visual effects artist/compositor with 22+ years film experience, living and working in Vancouver British Columbia, Canada. I am interested in pursuing art and music outside of life in the film industry.

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## **Software Experience**

I have advanced production level experience with Nuke, Shake, After Effects, Digital Fusion, Photoshop, Illustrator, Mocha, PC/Linux/Mac.

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## **Skills & Attributes**

- Strong well-rounded general visual effects understanding and ability
- Advanced compositing, matte painting, tracking, keying, rig removal, animation, paint, and clean up
- Great eye for color, form, composition, design, motion, and timing
- Strong up-to-date knowledge and comprehension of current compositing techniques and software
- Outstanding dedication and work ethics
- Great leadership skills; can lead by example
- Very good at working co-operatively with other artists and supervisors
- Sense of humour!
- Adaptable, even under pressure
- Self motivated
- Positive attitude
- Understanding of the 3d process to communicate with other artists/disciplines

## Employment History

<u>ILM Vancouver</u> Jan 2021-Present	<i>Senior VFX Compositor</i> Composed on “ <a href="#">Jurassic World: Dominion</a> ”, “ <a href="#">Hawkeye</a> ”, “ <a href="#">The Sandman</a> ”, “ <a href="#">Obi-Wan Kenobi</a> ”. Currently onto “ <a href="#">The Mandalorian</a> ”.
<u>ILM Vancouver</u> Dec 2014-Jul 2020	<i>Senior VFX Compositor</i> Composed on the films “ <a href="#">Warcraft</a> ”, “ <a href="#">Star Wars: The Force Awakens</a> ”, “ <a href="#">Deepwater Horizon</a> ”, “ <a href="#">Rogue One: A Star Wars Story</a> ”, “ <a href="#">Transformers: The Last Knight</a> ”, “ <a href="#">Black Panther</a> ”, “ <a href="#">Skyscraper</a> ”, “ <a href="#">Aladdin</a> ”, “ <a href="#">Six Underground</a> ”, “ <a href="#">Star Wars: The Rise of Skywalker</a> ”, “ <a href="#">No Time To Die</a> ”, and “ <a href="#">Malignant</a> ”.
<u>Method Studios</u> Nov 2011- Nov 2014	<i>Senior VFX Compositor</i> Worked as a compositor on the feature films “ <a href="#">Dark Shadows</a> ”, “ <a href="#">GI Joe: Retaliation</a> ”, “ <a href="#">White House Down</a> ”, “ <a href="#">Elysium</a> ”, “ <a href="#">Riddick</a> ”, “ <a href="#">Thor: The Dark World</a> ”, “ <a href="#">Into The Storm</a> ”, “ <a href="#">RoboCop</a> ”, “ <a href="#">The Maze Runner</a> ”, “ <a href="#">The Judge</a> ”, “ <a href="#">Pele: Birth of A Legend</a> ”, “ <a href="#">Transformers: Age of Extinction</a> ”, and “ <a href="#">Night at the Museum: Secret of the Tomb</a> ”.
<u>Atmosphere VFX</u> August 2011- Nov 2011	<i>Senior VFX Compositor</i> Worked as a compositor on the feature film “ <a href="#">Chronicle</a> ”.
<u>Zoic Studios</u> Oct 2010- May 2011	<i>Senior VFX Compositor</i> Worked as a compositor on “ <a href="#">Premium Rush</a> ”, “ <a href="#">30 Minutes Or Less</a> ”, “ <a href="#">V</a> ”, and “ <a href="#">Once Upon A Time</a> ”.
<u>CIS Vancouver</u> July 2010 – Aug 2010	<i>VFX Compositor</i> Worked as a compositor on a series of South African commercials called “Shout” as well as a compositor on the feature film “ <a href="#">Red</a> ”.
<u>Goldtooth Creative</u> Jan 2010 – Mar 2010	<i>VFX Compositor/Motion Graphics Artist</i> Worked as a compositor on villain cut scenes for the video game “ <a href="#">Spider-Man-Shattered Dimensions</a> ”.
<u>Five VFX</u> Jan 2010 – Mar 2010	<i>VFX Compositor</i> Worked as a compositor on a feature length film “ <a href="#">LOVE</a> ”, for the band “ <a href="#">Angels &amp; Airwaves</a> ”.
<u>Technicolor Creative</u> Nov 2005 – Dec 2009	<i>VFX Compositor</i> Worked as a compositor on the films “ <a href="#">Ramona and Beezus</a> ”, “ <a href="#">Code Name: The Cleaner</a> ”, “ <a href="#">In The Name Of The King: A Dungeon Siege Tale</a> ”, “ <a href="#">White Noise 2</a> ”, “ <a href="#">Are We Done Yet?</a> ”, “ <a href="#">Jennifer's Body</a> ”, and “ <a href="#">Passengers</a> ”, among other projects.
<u>Brightlight Pictures</u> July 2005 – Nov 2005	<i>VFX Compositor</i> Worked as an ‘In-house’ compositor using Digital Fusion on James Gunn’s first feature film “ <a href="#">Slither</a> ”. Worked closely with supervisors, and CG artists to create realistic visual effects, making CG tentacles interact with actors, destroy things, and cause general tentacle-y havoc.
<u>Technicolor Creative</u> Feb 2005 – June 2005	<i>VFX Compositor</i> Worked as a compositor on the feature film “ <a href="#">BloodRayne</a> ”. Worked closely with supervisors, clients, and CG artists to create realistic visual effects.
<u>Harwood Studios</u> Sept 2004 – Nov 2004	<i>VFX Compositor</i> Worked as 1 of 3 artists (the only compositor) using After Effects to create effects and assemble CG elements for a 3 minute full CG Pre-Visualization (a WWII game created for Relic Entertainment called “ <a href="#">Company of Heroes</a> ”). My tasks included element organization as well as all compositing duties.
<u>Rainmaker</u> Mar 2004 – Jun 2004	<i>VFX Compositor</i> Worked as a VFX compositor using Digital Fusion on the feature film “ <a href="#">I,Robot</a> ”. Worked closely with supervisors, clients, and CG artists to create realistic visual effects, mainly for the ‘house demolition sequence’ of the film.
<u>Artifex Studios</u> Feb 2000 – Feb 2004	<i>VFX Compositor - Motion Graphic/Computer Playback Artist – 3d Artist</i> Worked as a digital artist at Artifex Studios on a massive variety of projects in 3d and 2d.
<u>Art Institute (CDIS)</u> Jan 2004 – Feb 2004	<i>Instructor – Advanced Visual Effects and Compositing</i> Teacher for the Visual Effects final semester class.

## Other Credits / Projects

EDEN	<i>VFX / Compositing</i> Worked with director <a href="#">Jenn Strom</a> to help on-set supervise and composite the VFX for a 30 second TV branding spot for <a href="#">Knowledge Network</a> 's nature program thread, <a href="#">EDEN</a> .
The Train Station	<i>Animation / Score</i> Animated and scored a short film about surviving residential school, to be aired on the <a href="#">Knowledge Network</a> . This film has screened in <a href="#">VIFF</a> 's 2020 festival, was an official selection at <a href="#">LAAF</a> , was one of seven films selected by <a href="#">Telefilm Canada</a> to screen exclusively at the <a href="#">Clermont-Ferrand 2021 Short Film Market</a> as part of the "Not Short on Talent" programme, screened at <a href="#">Hot Docs 2021</a> , the <a href="#">Wairoa Maori Film Festival 2021</a> , the <a href="#">AFI Docs Film Festival 2021</a> , <a href="#">AIFF 2021</a> , <a href="#">DOC NYC 2021</a> , <a href="#">Interfilm Berlin 2021</a> , <a href="#">ImagiNATIVE 2021</a> , 'Animaze' <a href="#">Montreal Film Festival 2021</a> , <a href="#">SFiFF 2021</a> , <a href="#">Rocky Mountain Women's Film Festival 2021</a> , <a href="#">Lunenberg Doc Fest 2021</a> , <a href="#">POW Film Fest 2021</a> , <a href="#">ReFrame Film Festival 2022</a> , <a href="#">Available Light Film Festival 2022</a> , <a href="#">Kingston Canadian Film Festival 2022</a> , <a href="#">Fargo Film Festival 2022</a> and <a href="#">ImagiNATIVE Tour 2022</a>
Uts'idoohs'e / The Giant	<i>Animation / Score</i> Created a <a href="#">short animation</a> (and score) for a traditional Kwadacha story. Pages from a children's story book were used as the source material. The animation spans 3 monitors, using both English and Tse'khene captioning, and is on display (playing alongside <a href="#">Kwadacha: By The River</a> ) in the <a href="#">Impacts Gallery</a> at the <a href="#">W.A.C. Bennett Dam Visitor Center</a> , in Hudson's Hope, BC.
Kwadacha: By The River	<i>Animation</i> Worked with <a href="#">Lantern Films</a> on a short animation included in their BC Hydro film " <a href="#">Kwadacha: by the River</a> ". The film is set across 3 screens and can be viewed in the <a href="#">Impacts Gallery</a> at the <a href="#">W.A.C. Bennett Dam Visitor Center</a> , in Hudson's Hope, BC.
Blue Is The New Green	<i>Motion Graphics</i> Worked with <a href="#">Lantern Films</a> to add motion graphics to the intro sequences to " <a href="#">Blue is the New Green</a> ", a six part 'massive open online course' offered on <a href="#">edX</a> . The course is about water and our connection to it. I also worked to create six supplementary course videos to accompany the main content.
No Fun City	<i>Opening Title Sequence – Compositor</i> Worked as a compositor to help create the <a href="#">opening title sequence</a> of the documentary film " <a href="#">No Fun City</a> ". Directed by Melissa James and Kate Kroll... this film tells the story of the Vancouver underground music scene.
Veda Hille – Bedlam!	<i>Music Video – Motion Graphics</i> VFX Compositor – Helped a friend out on a music video for <a href="#">Veda Hille</a> for the song " <a href="#">Bedlam!</a> ", which was nominated for a <a href="#">Western Canadian Music Award</a> for 'video of the year' in 2006. Composited footage and photo sequences of Veda and crows into stylized BG settings.
Soma City Ward – Fade	<i>Music Video – Concept Design/DV Filming/On Set Work/Post VFX</i> Worked with friends to create a music video for <a href="#">Soma City Ward</a> 's song " <a href="#">Fade</a> ". Worked from concept design to shoot to post production with 2 other artists and some helping hands on set, to create a full music video. A crash course in 'start to finish' production and an invaluable learning experience.
Hollywood and Vines	<i>Title Design – Motion Graphics</i> Worked with another artist to design motion graphics and titles for the pilot episode of a Terry David Mulligan/Jason Priestly wine tasting show called " <a href="#">Hollywood And Vines</a> ".
The Bruce Movie	<i>Title Design – Motion Graphics</i> Worked with friends to create titles and motion graphics for the surf film " <a href="#">The Bruce Movie</a> ".
Crazy 8s	<i>Local Film Festival – Title Design</i> Created the opening title sequence and credits for the 2003 <a href="#">Crazy 8s</a> film festival.

## Music / Score Work

Knowledge Network	Scored 5 shorts for <a href="#">Lantern Films</a> for a series honouring ‘150 years of British Columbia’, to be aired on the <a href="#">Knowledge Network</a> . <a href="#">The Train Station</a> , <a href="#">A Place To Belong</a> , <a href="#">Ode To A Seafaring People</a> , <a href="#">The Tomahawk</a> , and <a href="#">The First Synagogue</a> .
Reno Nation	Created the scores for “ <a href="#">Reno Nation</a> ”, a 3 episode YouTube home renovation show for the Fraser Basin Council and the <a href="#">Kanaka Bar Band</a> .
Sherwin Strong: Disability Pride 2017	Created the score for “ <a href="#">Sherwin Strong – Disability Pride 2017</a> ” for the Inclusion BC Foundation and the UN International Day of Persons with Disabilities Film Festival.
E.C.E. Videos	Worked with <a href="#">Lantern Films</a> to create music to be used in a series of 5 cultural competency <a href="#">video modules</a> for Early Childhood Educators.
Aatse Davie School	Created the score for a short film to help attract new teachers for <a href="#">Aatse Davie School</a> , in Northern BC.
Empty Homes Tax	Created music for some “ <a href="#">Empty Homes Tax</a> ” videos.
A Home Warming Story	Created music for a stop motion <a href="#">short film</a> that explains the benefits of weather proofing your home.
BC SPCA	Helped out Jeremy Stewart and Image Engine by creating the music for an <a href="#">animated spot</a> for the SPCA.
Laundry Day	Created the complete score for a stop motion film about socks called “ <a href="#">Laundry Day</a> ”.
Nort's Shorts	Helped score multiple episodes of an animated <a href="#">webseries</a> my friend Ken Meyer was making. Really fun to make the music!
Shop For The Cure	Made the score for “ <a href="#">Shop For The Cure</a> ”, a promo to raise funds and awareness for ovarian cancer.

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## Education

Art Institute Vancouver 1997 – 1999	<a href="#">AI Vancouver</a> Graduated from a 2 year CG animation program at the Center for Digital Imaging and Sound (now the Art Institute). I received advanced placement out of highschool with a scholarship. I completed the Digital Arts Masters Program, learning the basics of animation, design, compositing, and 3D.
Maple Ridge Secondary 1992 – 1997	<a href="#">M.R.S.S.</a> Graduated from Maple Ridge Secondary in French immersion preferring arts and sciences. I attained the honor role status throughout high school and received provincial and district scholarships in art upon graduation.