Daniel Buck

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EDUCATION

Art Institute of Phoenix: Bachelor of Arts Degree in Multimedia and Web, 2003-2005

WORK EXPERIENCE

Ntropic: San Francisco, CA (2017-present)
- Lookdev, Lighting and Comp for product marketing.
- Maya, V-Ray and Nuke.

Method Studios: Santa Monica, CA (2016-2017)
- Look Development Artist, look development and lighting for commercials and feature films.
- Maya, V-Ray and Nuke.

Several: working remotely (2015-2016)
-Generalist CG artist, working on various commercials and advertisement projects for several studios around the US.
- Maya, 3dsMax, Terragen, SpeedTree, V-Ray and Nuke.

Nurulize: Culver City, CA (2014-2015)
- Lighting, texturing, and look development for VR environments and vehicles. Building real world camera and lidar rigs.
- Maya, V-Ray, Mari and Nuke. Unity and Unreal.

Digital Domain: Venice, CA (2009-2014)
- Digital Lighting Artist, lighting, look development and compositing for feature films.
- Maya, V-Ray and Nuke.

Method Studios: Santa Monica, CA (2008-2009)
- Lighting Lead, CG artist and compositor on commercials and feature films.
-Maya, V-Ray and Nuke.

Sway Studio: Culver City, CA (2005-2008)
- Lighting Lead, general CG artist for vehicle commercials and feature films.
- 3dsMax, V-Ray and Nuke.

Wild Iron: New Jersey, working remotely from Phoenix Arizona (2004-2005)
- Visualizing custom motorcycle designs in 3d, and optimizing geometry for machining of various parts.
- 3dsMax, SolidWorks, V-Ray, Photoshop.

SKILL SETS

Look development: Using 3dsMax, Maya, V-Ray and Nuke all together to flesh out the creative visions from real world references and imaginary scenarios and ideas. Combining lighting techniques, shaders, camera work and compositing to get the best look while maintaining rendering efficiency.

3d lighting and shaders: Intimate knowledge of V-Ray with 20+ years experience using it. Solid knowledge and experience with shaders and lighting to match the given references and creative visions.

3D Modeling: Detailed hard surface polygonal modeling in 3dsMax and Maya (automotive, mechanical, product and architectural). CAD cleanup and model prep, optimization and modifications to existing models.

Compositing: Solid overall knowledge and experience with Nuke to compositing CG renders.

Photography: Image stitching for large background plates, projections, photogrammetry and spherical reflection maps. Flat and spherical HDRs for environmental lighting and reflections, and high resolution texture maps. A passion for photography with anything from digital to large format film. Good working and theoretical knowledge of optics, cameras, and lighting.

Metal working: Designing and executing real world parts for vehicles and general fabrication projects, including camera rigs and vehicles.