

Daniel Buck

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EDUCATION HIGHLIGHTS

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

WORK EXPERIENCE HIGHLIGHTS

Digital Domain: Venice, CA (2009-present)

- Digital Lighting Artist, lighting and look development for feature film work

Method Studios: Santa Monica, CA (2008-2009)

- Lighting Lead, 3d Lead, CG artist and compositor on various commercials and feature film work

Sway Studio: Culver City, CA (2005-2008)

- CG Supervisor, Lighting Lead, 3d Lead, CG artist and compositor on various commercials and feature film work

SKILL HIGHLIGHTS

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

3d lighting and shaders: Intimate knowledge of Vray, creating and using image based lighting, traditional lighting, and hybrids. Understanding and utilizing new technology features to push the boundaries of render quality and efficiency. 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.

General 3d: General scene setup, optimization and prep work in 3dsMax, Maya and Vray. Camera previz work, lighting, shading, texturing, modeling, and rendering.

Compositing: Solid overall knowledge and experience with Nuke in regards to compositing and sweetening CG elements.

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/depth texture maps. A passion for photography with anything from 35mm digital to 8x10" large format film. Good working and theoretical knowledge of optics, cameras, and lighting.