

Daniel Buck

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QUALIFICATION HIGHLIGHTS

3D Modeling: highly detailed automotive, mechanical, electronic and product modeling

3D Rendering: visualization of models and scenes with believable/realistic materials and lighting.

Photography: digital automotive and general photography with special attention to composition, lighting, contrast and color.

RELEVANT SKILLS HIGHLIGHTS

Proficient:

- **3dMax**
high detail automotive, mechanical, and general modeling
- **Vray**
advanced lighting, materials, and rendering
- **Brazil R/S**
lighting, materials, and rendering
- **Photoshop**
manipulation/creation for 3d & photography
- **Photography**
natural light specialty, emphasis on vehicles

Knowledgeable:

- **Nuke**
compositing cg renders
- **AutoDesk Inventor**
parts from measurements and/or sketches for output to CNC, water-jet or visualizations
- **3dsMax**
basic animation and camera work
- **Strobe Lighting**
photography studio strobes and hot lighting

EDUCATION

Bachelor of Arts Degree in Multimedia and Web Design from the Art Institute of Phoenix, June 2005

WORK EXPERIENCE

2005-present:

Full-time

- Digital 3d artist at Sway Studio – 3d lighting, materials, rendering and modeling

2002-2005

Freelance

- mechanical modeling, rendering and CAD for Wild Iron Inc.
- lighting and rendering in Maya for the NASA Aspire project at the Art Institute of Phoenix.
- various 3d modeling & rendering for freelance
- automotive related photography for UTI Corp. (Universal Technical Institute)
- various web programming and graphic design