

Dan Pastore

Date of Birth - 12/12/84

3D Effects Artist

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Introduction

Dan Pastore is a passionate, creative and hard-working professional computer graphics artist. He is a responsible, friendly and easy to work with individual. Dan has great enthusiasm for visual effects artwork. He thoroughly enjoys working as part of a team, problem solving, has good communication skills and a strong desire to contribute to any project.

Core Skills

- AutoDesk Maya
 - Pixologic ZBrush
 - Eyeon Fusion
 - RenderMan For Maya
 - E-On Vue Infinite
 - Adobe Photoshop
 - Adobe After Effects
 - Adobe Premiere
 - Adobe Encore
 - Adobe Audition
 - 2d3 Boujou
 - Concept
 - Modelling and texturing
 - Visual Effects Simulations
 - Compositing
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Education & Qualifications

Thames Valley University

Ealing, London, UK

BA (Hons) Digital Animation Specialist

Sep 2003 – Aug 2006

First Class Honours

Tytherington Sixth Form Centre

Thytherington, Macclesfield, UK

A-Levels in Art and Design,

Information Technology and Physical Education

Sep 2001 – July 2003

Grades B, C, C respectively

Interests and Goals

Computer Graphics and films have been a passion ever since I can remember. Combining my enthusiasm and my artistic nature I have always dreamt of creating animations and visual effects for an audience in a movie format.

Since I graduated I have taken part in various CG components for television, which I have used to gain valuable experience. My ambition is to use my television experience as stepping in working towards creating effects feature films.

Along with my keen interest in films I just as much enjoy technology. I often come up with ideas for visual effects shots and animations that I carry out in my spare time. Away from the monitors I also do mountain biking, basketball, enjoy socialising with friends and meeting new people.

Studying often meant working in teams which I thoroughly enjoyed. Undertaking a degree has given me a broad range of skills, my aim is to focus my skills and work my way up to work as an Effects Artist.

During my recent freelance work I have had to quickly and effectively learn Maya's dynamics systems, be that particle or fluid based and I have taken eagerness towards learning that field.

Employment History

3D Artist – Financial Services Skills Council

Production: 2007 Annual Conference Animations 'Escher' and 'Devil' for exhibition Nov 2007

Employed: Oct 2007 – Nov 2007

Created a selection of animated stings for the councils website and annual conference at London's Business Design Centre.

- Designed, created, animated, rigged and textured and composited several characters and environments.
- Conducted DVD authoring of several animations in sequence for effortless playback at the conference.
- Generated Flash versions of the animations for clients website.

3D Effects Artist/TD – Film4's Fright Fest

Production: Fright Fests 'What's on' animation for broadcast Aug 2007

Employed: Aug 2007 – Sep 2007

Generated visual effects for a series of animations shown at Film 4's Fright Fest Festival and on the television channel Zone Horror.

- Created fog effects using Maya's fluid engine and animated the scenes camera movement.
- Managed and controlled the rendering of the several assets for client.
- Composited and corrected rendered sequences

3D Artist – TV Idents

Production: 2007 Zone Optics for broadcast Aug 2007 – onwards.

Employed: Apr 2007 – Aug 2007

Created a selection of 3D animated Idents for eight television channels such as the Extreme Sports channel and the Reality channel.

- Constructed 3D elements such as logos and environments.
- Produced the lighting and texturing of assets.
- Created a wide range of dynamic simulations such as explosions, objects breaking and gas clouds.
- Composited the animations

Guest Lecturer – Games Module, TVU

Lectured at 'Grove House' Campus for

Employed: Mar 2007 – Apr 2007

Conducted an informative talk on Game Development for the Games Design module at Thames Valley University, London.

- Provided a talk with examples on subjects surrounding developing game art.
- Answered questions on the subject from students.
- Currently as a side project working along side the head of the module and devising a full degree for games design at the University.

Environmental Artist – Battlefield 2142 Mod

Production: Echoes Of Glory Confederate Environments for publication June 2007

Employed: Feb 2007 – Mar 2007

Generated a collection of buildings for Battlefield 2142 mod Echoes of Glory.

- Modelled and Textured models from reference images provided.
- Created items within the limits of the game engine.
- Worked with a team from around the world.

Concept and 3D artist – TV Idents

Production: Horror Xmas Idents for broadcast Dec 2006 – Jan 2007

Employed: Nov 2006 – Dec 2006

Created a series of themed idents animations for Horror Channel.

- Produced concept character designs.
- Conceived storylines and storyboards.
- Created final production artwork.
- Directed Audio for broadcast.
- Built and designed environments.
- Rigged Characters.
- Animated a selection of the idents
- Composited and edited final production animations.