

Daniel Smollan

Technical Director

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- Over 6 years experience working on CG Feature and Visual Effects productions in the USA and UK
- Experienced with Maya, Houdini and RenderMan
- Master of Science degree in Computer Animation
- Technical proficiency in areas of mathematics and physics
- 16 years painting and life drawing skills
- UK Permanent Residency

Employment History

Technical Director

Double Negative Visual Effects, London, UK

Jan 2009 – Present

- Film Credits: **Angels & Demons, The Green Zone, Iron Man 2**
- CG Lighting, Look development, modelling & texturing for big budget film projects

Lead CG artist

This Little Fish, London, UK

May 2008 – Dec 2008

- Modelling, texturing, shading, lighting and rendering of CG elements for high resolution print projects
- Managing a team of CG artists, scheduling projects and optimizing workflow and pipeline
- Clients include: **Nissan, BMW & Nike**

Lighting Technical Director, Look development TD, texture artist

The Moving Picture Company, London, UK

July 2006 – May 2008

- Film Credits: **Sunshine, Harry Potter, Narnia 2: Prince Caspian, Sweeney Todd**
- 'Photoreal' Lighting of CG characters and environments
- Developing the look of surfaces for digital doubles, CG props and environments
- Painting primary and secondary texture maps

Rendering Technical Director

DNA Productions, Dallas, USA

Dec 2005 – July 2006

- Film Credit: **The Ant Bully**
- Assisting lighting artists in resolving shading, pipeline and rendering issues
- Shot debugging and render optimization for the IMAX department
- IMAX artist: rendering and compositing shots for IMAX film release
- The Ant Bully was produced on a Houdini, Maya and Renderman pipeline

Junior Shading Technical Director

DNA Productions, Dallas, USA

Sept 2005 – Dec 2005

- Writing RenderMan shaders and Slim templates
- Providing support to the texturing department
- Troubleshooting textured assets and resolving shader artefacts

Freelance CG Artist

London, UK

Feb 2005 – Sept 2005

- Clients included Many Rivers Films and Heirloom Studios.

Render Support
Vanguard Animation, London, UK

Sep 2004 – Dec 2004

- Film credit: **Valiant**.
- Valiant was produced on a Maya, Houdini and RenderMan pipeline.

Render Support
Framestore-CFC, London, UK

Oct 2003 – Sep 2004

- Film credits: **Harry Potter, Troy, Thunderbirds, Alien vs. Predator**.

Graphic Designer and Website designer
Cape Town, South Africa

2000 – 2002

- Designed and produced marketing graphics and logos for web and print.
- Website designer and developer
- Tools used included: PhotoShop, Flash, Dreamweaver, Arc View Explorer GIS software.
- Clients included: Texaco, Total Fina Elf, Gartner Group, Golden Riviera Casino, The Golden Star online gambling network and the South Africa Positive charity.

Podiatrist, London and South Africa

1998 - 2000

Worked as a professional state registered podiatrist and gained experience of working in a variety of public hospitals and private health clinics in the UK and South Africa.

Technical Skills

- Software:
- Maya
 - RenderMan
 - Mental Ray
 - Houdini
 - Shake
 - Nuke
 - Photoshop
 - 3D Studio Max
- Programming & Scripting:
- C / C++, OpenGL, Tcl/Tk
 - RenderMan Shading Language
 - Unix shell scripting
 - Mel Script
 - HTML & DHTML

Higher Education & Qualifications

- 2002 – 2003 **MSc Computer Animation Bournemouth University (NCCA), UK**
- 2001 – 2002 Life drawing and oil painting – Ruth Prowes School of Art, Cape Town, South Africa
- 1993 – 1997 B Tech Degree in Podiatry – Johannesburg, South Africa
- Modules included:
- Human Anatomy and Physiology
 - Pathology and Pharmacology

Personal Details

- Nationality: South African
- Visas: United Kingdom residence with authorization to work
- Interests: Film, technology, photography, art, psychology, medicine, rugby, wildlife, travel.

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