

# DAVE BLEICH

## PROFILE

CREATIVE DIRECTOR, ART DIRECTOR, VISUAL DEVELOPMENT, MATTE ARTIST, COLORIST

## EXPERIENCE

**ART DIRECTOR / VISUAL DEVELOPMENT ARTIST, SONY PICTURES ANIMATION, CULVER CITY, CA**  
2007 - 2014

Art directed animated feature film. Collaborated with various Directors & Production Designers with look of picture through color design, lighting concepts, sequence illustrations for prospective films. Supervised and trained a team of varied skilled traditional & technical artists.

**MATTE PAINTER, SONY PICTURES IMAGEWORKS, CULVER CITY, CA** 2000 - 2007

Served as a matte painter on a variety of award winning projects. Worked jointly with VFX Supervisors and Art Directors on layouts, concepts, and lighting design. Collaborated with the software company, Maxon, as a valued member in the development and evolution of a matte paint projection tool that is widely used and yearned for today in the visual effects industry.

**VISUAL EFFECTS ARTIST, DIGITAL DOMAIN VENICE, CA** 1996 - 2000

Contributed to a variety of award winning feature films & commercials as a visual effects artist.

## EDUCATION

Syracuse University, Syracuse, NY — MFA Computer Graphics 1995

School of Visual Arts, New York, NY — BFA Illustration 1992

## SKILLS

Art Direction, Color Design, Concept Illustration, Visual development, Pre-Visualization, Traditional Painting, Matte Painting, 3D Camera Mapping, Photography, Lighting, Compositing, Texture Painting. Worked with & exposed to industry standard software.

## SOFTWARE

Adobe Photoshop. Cinema 4d. Adobe After Effects. Maya, Nuke.