

DAVE BLEICH

PROFILE

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

EXPERIENCE

INDEPENDENT ART DIRECTOR / VISUAL DEVELOPMENT ARTIST, 2014 - PRESENT

ART DIRECTOR / VISUAL DEVELOPMENT ARTIST, SONY PICTURES ANIMATION, 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.

CLIENTS

Sony Pictures, 20th Century FOX, Google, LAIKA Animation Studios, MPL, Digital Domain, Locksmith Animation Studios, Zero FX, Animal Logic, RGH Studios, Duncan Animation Studios

SOFTWARE

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