

Creative Director & Digital Artist

CHRIS GRANT

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Profile

I'm driven to find innovative solutions that leverage my experience in art and technology. I continually push forward in both of those areas - creating better content & taking advantage of new technology for visualizing design.

I'm highly motivated with a background in math, computers and art. I'm comfortable with a variety of diverse creative outlets whether that's getting the perfect 3D "look", creating a script to shave production time or training a group of people.

Experience

Creative Director / Associate, HMC Architects 2014-Present

- Lead our internal team creating content in 2D, 3D, photography, film & interactive.
- Push photography & cinematography usage & quality to new heights.
- Apply cross discipline leadership of creative media and technology R&D to guide design, marketing & IT initiatives firm wide.

Senior Visualization Artist / Associate, HMC Architects 2005-2014

- Worked with designers, architects & project managers from a dozen offices (domestic & international) to manage or create media for their projects.
- Created complete V-Ray production pipeline - from modeling thru compositing in Photoshop / After Effects and the requisite render farm to create it all.
- Created yearly Visualization budget, kept project estimates on track & planned for Visualization software / infrastructure needs for the future.
- Established innovative ways to experience projects through use of Augmented Reality, Real-time 3D, Panoramas, iPad & CAVE environments.
- Developed automated sync tools so all render nodes & workstations have the right files for their intended usage. Implemented for Max & SketchUp.
- Developed set of MAXScripts for improving 3ds Max workflow and optimizing incoming data from SketchUp, FormZ, Rhino, Bonzai & Revit.
- Developed Ruby tools for firm-wide design teams to improve SketchUp workflow.

Lead Digital Artist, Creative 3D Visuals 2004-2005

- Lead a team creating residential visualizations for a new start-up studio.
- Responsible for pipeline - optimizing render, lighting, shading and modeling.
- Developed MAXScripts to simplify tedious workflows and ensure correct settings, especially for staff not familiar with 3ds Max.

3D Artist, Digital Empire 1997-2004

- Projects included aerospace animation to architecture, TV commercials, print ads, websites & interactive CD's.
- Everything media related - including 3D, compositing, video, film, print & web.

Creator, ScriptSpot.com 2000-Present

- Created because the community needed a way to share & find scripts.
- Coordinated thousands of dollars' in giveaways for 2010 anniversary.
- Initial site ran for over 5 years on a custom built ASP engine before being rebuilt using the open source "Drupal" content management system in 2006.

Teaching

Taught "Introduction to Maya" for La Sierra University art students in 2008

Industry Leadership

Presented detailed breakdowns & contributor to San Diego 3ds Max meet up
Presented detailed breakdowns at 3DOC (3ds Max Orange County) meet up
Organized & regularly lead a monthly Inland Empire Drupal group from 2010-2011

Education

La Sierra University, Riverside, CA — B.S., Computer Science
Riverside Community College, Riverside, CA — Certificate, Multimedia Specialist

Software Experience

Autodesk 3ds Max, V-Ray, Creative Suite
Autodesk MAXScript, Ruby, Python, VBScript, Windows Batch & PHP
Familiarity with Maya, Revit, SketchUp & Rhino

Awards & Recognition

2010 "[Ispirato: A Collection of Fine Visualization Artists of the World](#)" p. 56-57
2010 "[Almanac of Architecture & Design](#)" cover photo 1 of 4
2009 Promoted to "Associate" & given the "President's Award" at HMC Architects
2008 "[Image of the Week](#)" for the Dec 15 VisMasters competition