

# JOSHUA GUNTHER

Rough Layout/Previz Artist

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## Production Skills/Experience

Rough Layout / Previz  
Final Camera  
Previz Compositing  
Character Animator  
Character / Prop Rigging  
Modeling / Texturing  
Lighting / EFX

## Software

Maya  
Nuke  
Adobe Photoshop  
Adobe Premiere  
Adobe After Effects  
Adobe Lightroom  
Combustion  
Final Cut  
Linux / Unix  
3ds Max  
Messiah Studio  
Lightwave 3D  
HTML

## Other

Animation Guild Member  
Photography  
Drawing  
Surfing  
Snowboarding  
Rollerblading  
Guitar  
Upbeat Personality  
Fun to work with

## Experience:

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### 2008 - Present, Dreamworks Feature Animation

Rough Layout / Previz Artist for Feature Films

- **Larrikins** (*In production*)
- **Trolls**
- **Penguins of Madagascar - CP work**
- **Home**
- **Turbo - CP Work**
- **Turbo**
- **Rise of the Guardians**
- **Puss n Boots**
- **How to Train your Dragon 1**

### 2008 - Halon

Freelance Rough Layout / Previz Artist for "How to Train your Dragon 1" - for Dreamworks Feature Animation

### 2007 - Imagi Services

Rough Layout / Previz Artist for Feature Film "Gatcha Man"

### 2007 - Big Idea Inc.

3:30 Freelance project for a Christmas "Veggie Tales Live Stage" show based off the song "Boy Like Me" sung by Jr! Did all Production work, Modeling through Rending/Comp

### 2006 - Reel Fx Creative Studios

Character Animator for Feature Film "Everyone's Hero"

### **2005 - 2006 - Imagi Services**

Rough Layout / Previz artist for Feature Film **"TMNT-Teenage Mutant Ninja Turtles"**

### **2004 - 2005 - Mike Young Productions**

CG Specialist for TV projects including **"Bratz," "Jakers," "Mr Men,"** and **"Dive Olly Dive"**

### **2003 - Reel Fx Creative Studios**

Character Animator for **G.I. Joe "Valor Vs Venom"** direct to video feature

Character Animator for **"Action Man"** direct to video feature for UK

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### **Artistic Endeavors:**

**Joshua Gunther Photography:** [www.joshuaguntherphotography.com](http://www.joshuaguntherphotography.com)

Photography specializing in Architecture, Cityscapes, and Landscapes.

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### **Education:**

**Gnomon Institute, Hollywood CA:** Maya Fast Track Training in:

Character Kinematics, Character Skinning, and Mel Scripting

**Art Institute of Seattle, Seattle WA:** Major: Computer Animation, Graduated with Honors.

President's List for 5 Quarters, 4.0 GPA

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### **Honors and Awards:**

**National Animation Contest Winner:** "Hewlett-Packard, Saytek, and The Art Institutes International Grand Prize Winner" for student film "Morons From Uranus"

### **Eagle Scout**

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### **Volunteer Experience:**

Historical Tall Ship **Lady Washington**, Deck Hand - **The Interceptor** from "Pirates of the Caribbean"

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### **Additional Languages:**

American Sign Language