

## Ron Bowman

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### SUMMARY

I'm a highly skilled Matte Painter, Concept Artist and Illustrator with over 20 years of experience. I possess multiple citizenships and passports: American, British and Croatian, allowing me to work throughout the US and Europe free of restrictions. I'm currently a freelancer and am open to remote work from my home office as well as short term relocation.

I've worked on live action films, animated feature films, television and commercials and have extensive experience with 2D, 2.5D and 3D shots. I'm passionate about visual effects and am always try to keep up with the latest technologies.

I'm also a Commercial Illustrator and Graphic Designer with many years of experience working on a variety of projects for a number of prestigious companies from London to Silicon Valley. I've done extensive work for tech companies, ad/pr agencies and creative agencies.

I'm an avid painter in oils and acrylics and have spent a lot of time doing plein air painting outdoors. Samples of my work are in my portfolio.

### Films and television shows I've worked on:

Teenage Mutant Ninja Turtles	Doctor Who	Avatar
James Bond: Spectre	Sherlock	Coronation Street
Geostorm	Vampire Academy	Sinbad
Kingsman: Secret Service	Riddick	Where the Wild Things Are
The Great Gatsby	Total Recall	Clash of the Titans
White House Down	Primeval	Prince of Persia
Hercules	Merlin	The Tale of Despereaux

### EXPERIENCE

#### **Freelance - Matte Painting, Concept Art, Illustration, Graphic Design** **Sep 2014 – Present**

I'm currently freelancing. My clients include Edelman, The Mill, Nvidia and Forward Loop Media.

#### **ILM San Francisco – Matte Painter** **Mar 2016 – May 2016**

At ILM I worked on Teenage Mutant Ninja Turtles.

#### **Double Negative – Matte Painter** **Feb 2015 – May 2015**

At Double Negative I worked on James Bond: Spectre and Geostorm.

#### **Prime Focus – Matte Painter, Concept Artist** **Sep 2012 – Sep 2014**

At Prime Focus in London I worked on Kingsman: Secret Service, The Great Gatsby, White House Down, Two Faces of January, Hercules and Vampire Academy.

#### **Mokko Studio – Matte Painter** **Jul 2012 – Sep 2012**

At Mokko Studio in Montreal I worked on Riddick.

#### **Baseblack – Matte Painter** **Mar 2012 – July 2012**

At Baseblack in London I worked on Total Recall. I worked on numerous 2D and 2.5D shots, collaborating with 3D artists on projections for extensive and complex movement within the shots.

#### **The Mill – Matte Painter, Digital Environments, Concept Artist** **Jan 2010 – Mar 2012**

At The Mill in London I worked on Doctor Who, Primeval, Merlin, Sherlock, Coronation Street and various other shows. While there I learned how to use Nuke and Cinema 4D and became highly skilled in all aspects of creating a 3D environment from beginning to end. I was honored to have been one of a team of five artists at The Mill that were named in a visual effects Emmy nomination that was given to BBC's production of Sherlock.

#### **Framestore – Matte Painter, Concept Artist** **Nov 2007 – Jan 2010**

At Framestore in London I worked on numerous live action films as well as the animated feature film: The Tale of Despereaux. Framestore was my introduction to visual effects and matte painting.

**Cisco Systems, Inc. – Illustrator/Presentation Designer****Sep 2000 – July 2007**

At Cisco I created presentations for the executive staff using PhotoShop, Illustrator and PowerPoint. I also created illustrations for various marketing collateral and websites. I worked for Cisco variably full-time and as a contractor in order to complete my university studies.

**Duarte Design – Illustrator and Graphic Designer****Sep 1996 – Feb 2005**

Through Duarte Design I created paintings, sketches, storyboards, presentations, diagrams, web graphics and highly detailed illustrations for a variety of companies including Disney, Apple, Adobe, Cisco, Netscape, Hitachi, Sun Microsystems, and Canon.

**SKILLS**

**Matte Painting: 2D and 2.5D:** I'm a highly skilled live action and animated feature film matte painter and am experienced with 2.5D projection using Nuke, Maya, and Cinema4D. My primary 2D tool is Photoshop, which I've used since version 3 in 1992.

**3D Digital Environments: Maya and Cinema 4D:** I'm an advanced user of Maya and Cinema 4D for the creation of 3D environments. I've become skilled with modeling, texturing, lighting and rendering. I create digital environments from start to finish and am able to output numerous passes for compositing.

**Nuke: Projection and basic compositing:** I'm skilled with projecting in Nuke for use with moving dmp shots. I also have a basic proficiency with actual compositing and rotoscoping in Nuke. My skill in that area is limited but I find it extremely helpful for the creation of 3D environments and working effectively with Compositors.

**Concept Art:** Over the past few years I've often been called upon to create concept art. Examples of my work can be found on my website: [www.creativeinvasion.com](http://www.creativeinvasion.com).

**Illustration, painting, and design:** I'm a very versatile and capable illustrator and painter. I'm well trained in perspective, human and animal anatomy, color theory, and composition. I'm skilled with painting in oil, acrylic, and other natural media. I'm an enthusiastic plein-air painter, which has sharpened my observational skills - particularly with regard to things such as value and color temperature. I've become a sophisticated visual designer through my previous design work.

**Other Skills:** I'm experienced with PC, Mac, and Linux, as well as other UNIX-based environments. I'm proficient with video editing software such as Nuke, Shake, Premiere, After Effects, and Final Cut Pro. In college I also studied traditional animation.

**EDUCATION**

I graduated, Cum Laude, from San Jose State University in 2003. I have a BFA in Illustration/Animation.

**HONORS AND AWARDS****Emmy Nomination: Sherlock – Study in Pink****Outstanding Special Visual Effects For A Miniseries, Movie Or A Special, 2011**

I was honored to have been one of a team of five artists at The Mill that were named in an Emmy nomination that was given to BBC's production of Sherlock.

**The Society of Illustrators**

In 1999 and 2003 I was one of the top winners of the prestigious Society of Illustrators Award, winning prizes of \$2000 and \$1000, respectively.

Featured in "The Human Form" national juried exhibition at the Illinois Institute of Art in Chicago, 2006.

Featured in "Trains Past, Present, Future" national juried exhibition at the St. Louis Artists' Guild, 2006.

Featured in the SJSU President's Letter as a standout student in the SJSU 3D animation program, 2003.