

Dan Brittain

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Summary

I am a highly skilled and experienced Senior 2D visual effects artist/compositor with 18+ years film experience, living and working in Vancouver British Columbia, Canada. I am interested in pursuing art and music outside of life in the film industry.

Software Experience

I have advanced production level experience with Nuke, Shake, After Effects, Digital Fusion, Photoshop, Illustrator, Mocha, Boujou, PC/Linux/Mac.

Skills & Attributes

- Strong well-rounded general visual effects understanding and ability
- Advanced compositing, matte painting, tracking, keying, rig removal, animation, paint, and clean up
- Great eye for color, form, composition, design, motion, and timing
- Strong up-to-date knowledge and comprehension of current compositing techniques and software
- Outstanding dedication and work ethics
- Great leadership skills; can lead by example
- Very good at working co-operatively with other artists and supervisors
- Sense of humour!
- Adaptable, even under pressure
- Self motivated
- Positive attitude
- Understanding of the 3d process to communicate with other artists/disciplines

Employment History

[ILM Vancouver](#)
Jan 2021-Present

Senior VFX Composer
Compositing on the feature film "[Jurassic World: Dominion](#)".

[ILM Vancouver](#)
Dec 2014-Jul 2020

Senior VFX Composer
Composited on the films "[Warcraft](#)", "[Star Wars: The Force Awakens](#)", "[Deepwater Horizon](#)", "[Rogue One: A Star Wars Story](#)", "[Transformers: The Last Knight](#)", "[Black Panther](#)", "[Skyscraper](#)", "[Aladdin](#)", "[Six Underground](#)", "[Star Wars: The Rise of Skywalker](#)", "[No Time To Die](#)", and "[Malignant](#)".

[Method Studios](#)
Nov 2011- Nov 2014

Senior VFX Composer
Worked as a compositor on the feature films "[Dark Shadows](#)", "[GI Joe: Retaliation](#)", "[White House Down](#)", "[Elysium](#)", "[Riddick](#)", "[Thor: The Dark World](#)", "[Into The Storm](#)", "[RoboCop](#)", "[The Maze Runner](#)", "[The Judge](#)", "[Pele: Birth of A Legend](#)", "[Transformers: Age of Extinction](#)", and "[Night at the Museum: Secret of the Tomb](#)".

[Atmosphere VFX](#)
August 2011- Nov 2011

Senior VFX Composer
Worked as a compositor on the feature film "[Chronicle](#)".

[Zoic Studios](#)
Oct 2010- May 2011

Senior VFX Composer
Worked as a compositor on "[Premium Rush](#)", "[30 Minutes Or Less](#)", "[V](#)", and "[Once Upon A Time](#)".

CIS Vancouver
July 2010 – Aug 2010

VFX Composer
Worked as a compositor on a series of South African commercials called "Shout" as well as a compositor on the feature film "[Red](#)".

[Goldtooth Creative](#)
Jan 2010 – Mar 2010

VFX Composer/Motion Graphics Artist
Worked as a compositor on villain cut scenes for the video game "[Spider-Man-Shattered Dimensions](#)".

Five VFX
Jan 2010 – Mar 2010

VFX Composer
Worked as a compositor on a feature length film "[LOVE](#)", for the band "[Angels & Airwaves](#)".

[Technicolor Creative](#)
Nov 2005 – Dec 2009

VFX Composer
Worked as a compositor on the films "[Ramona and Beezus](#)", "[Code Name: The Cleaner](#)", "[In The Name Of The King: A Dungeon Siege Tale](#)", "[White Noise 2](#)", "[Are We Done Yet?](#)", "[Jennifer's Body](#)", and "[Passengers](#)", among other projects.

[Brightlight Pictures](#)
July 2005 – Nov 2005

VFX Composer
Worked as an 'In-house' compositor using Digital Fusion on James Gunn's first feature film "[Slither](#)". Worked closely with supervisors, and CG artists to create realistic visual effects, making CG tentacles interact with actors, destroy things, and cause general tentacle-y havoc.

[Technicolor Creative](#)
Feb 2005 – June 2005

VFX Composer
Worked as a compositor on the feature film "[BloodRayne](#)". Worked closely with supervisors, clients, and CG artists to create realistic visual effects.

Harwood Studios
Sept 2004 – Nov 2004

VFX Composer
Worked as 1 of 3 artists (the only compositor) using After Effects to create effects and assemble CG elements for a 3 minute full CG Pre-Visualization (a WWII game created for Relic Entertainment called "[Company of Heroes](#)"). My tasks included element organization as well as all compositing duties.

[Rainmaker](#)
Mar 2004 – Jun 2004

VFX Composer
Worked as a VFX compositor using Digital Fusion on the feature film "[I.Robot](#)". Worked closely with supervisors, clients, and CG artists to create realistic visual effects, mainly for the 'house demolition sequence' of the film.

[Artifex Studios](#)
Feb 2000 – Feb 2004

VFX Composer - Motion Graphic/Computer Playback Artist – 3d Artist
Worked as a digital artist at Artifex Studios on a massive variety of projects in 3d and 2d.

[Art Institute \(CDIS\)](#)
Jan 2004 – Feb 2004

Instructor – Advanced Visual Effects and Compositing
Teacher for the Visual Effects final semester class.

Other Credits / Projects

- The Train Station *Animation / Score*
Animated and scored a short film about surviving residential school, to be aired on the [Knowledge Network](#). This film has screened in [VIFF's](#) 2020 festival, was an official selection at [LAAF](#), was one of seven films selected by [Telefilm Canada](#) to screen exclusively at the [Clermont-Ferrand 2021 Short Film Market](#) as part of the "Not Short on Talent" programme, screened at [Hot Docs](#) 2021, screened at the [Wairoa Maori Film Festival](#) 2021, and screened at the [AFI Docs Film Festival](#) 2021.
- Uts'idoohs'e / The Giant *Animation / Score*
Created a [short animation](#) (and score) for a traditional Kwadacha story. Pages from a children's story book were used as the source material. The animation spans 3 monitors, using both English and Tse'khene captioning, and is on display (playing alongside [Kwadacha: By The River](#)) in the [Impacts Gallery](#) at the [W.A.C. Bennett Dam Visitor Center](#), in Hudson's Hope, BC.
- Kwadacha: By The River *Animation*
Worked with [Lantern Films](#) on a short animation included in their BC Hydro film "[Kwadacha: by the River](#)". The film is set across 3 screens and can be viewed in the [Impacts Gallery](#) at the [W.A.C. Bennett Dam Visitor Center](#), in Hudson's Hope, BC.
- Blue Is The New Green *Motion Graphics*
Worked with [Lantern Films](#) to add motion graphics to the intro sequences to "[Blue is the New Green](#)", a six part 'massive open online course' offered on [edX](#). The course is about water and our connection to it. I also worked to create six supplementary course videos to accompany the main content.
- No Fun City *Opening Title Sequence – Composer*
Worked as a composer to help create the [opening title sequence](#) of the documentary film "[No Fun City](#)". Directed by Melissa James and Kate Kroll... this film tells the story of the Vancouver underground music scene.
- Veda Hille – Bedlam! *Music Video – Motion Graphics*
VFX Composer – Helped a friend out on a music video for [Veda Hille](#) for the song "[Bedlam!](#)", which was nominated for a [Western Canadian Music Award](#) for 'video of the year' in 2006. Composited footage and photo sequences of Veda and crows into stylized BG settings.
- Soma City Ward – Fade *Music Video – Concept Design/DV Filming/On Set Work/Post VFX*
Worked with friends to create a music video for [Soma City Ward's](#) song "[Fade](#)". Worked from concept design to shoot to post production with 2 other artists and some helping hands on set, to create a full music video. A crash course in 'start to finish' production and an invaluable learning experience.
- Hollywood and Vines *Title Design – Motion Graphics*
Worked with another artist to design motion graphics and titles for the pilot episode of a Terry David Mulligan/Jason Priestly wine tasting show called "[Hollywood And Vines](#)".
- The Bruce Movie *Title Design – Motion Graphics*
Worked with friends to create titles and motion graphics for the surf film "[The Bruce Movie](#)".
- Crazy 8s *Local Film Festival – Title Design*
Created the opening title sequence and credits for the 2003 [Crazy 8s](#) film festival.
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Music / Score Work

Knowledge Network	Scored 5 shorts for Lantern Films for an upcoming series honouring '150 years of British Columbia', to be aired on the Knowledge Network soon.
Reno Nation	Created the scores for "Reno Nation", a 3 episode YouTube home renovation show for the Fraser Basin Council and the Kanaka Bar Band .
Sherwin Strong: Disability Pride 2017	Created the score for "Sherwin Strong – Disability Pride 2017" for the Inclusion BC Foundation and the UN International Day of Persons with Disabilities Film Festival.
E.C.E. Videos	Worked with Lantern Films to create music to be used in a series of 5 cultural competency video modules for Early Childhood Educators.
Aatse Davie School	Created the score for a short film to help attract new teachers for Aatse Davie School , in Northern BC.
Empty Homes Tax	Created music for some "Empty Homes Tax" videos.
A Home Warming Story	Created music for a stop motion short film that explains the benefits of weather proofing your home.
BC SPCA	Helped out Jeremy Stewart and Image Engine by creating the music for an animated spot for the SPCA.
Laundry Day	Created the complete score for a stop motion film about socks called " Laundry Day ".
Nort's Shorts	Helped score multiple episodes of an animated webseries my friend Ken Meyer was making. Really fun to make the music!
Shop For The Cure	Made the score for " Shop For The Cure .", a promo to raise funds and awareness for ovarian cancer.

Education

Art Institute Vancouver 1997 – 1999	AI Vancouver Graduated from a 2 year CG animation program at the Center for Digital Imaging and Sound (now the Art Institute). I received advanced placement out of highschool with a scholarship. I completed the Digital Arts Masters Program, learning the basics of animation, design, compositing, and 3D.
Maple Ridge Secondary 1992 – 1997	M.R.S.S. Graduated from Maple Ridge Secondary in French immersion preferring arts and sciences. I attained the honor role status throughout high school and received provincial and district scholarships in art upon graduation.