

# Dan Brittain

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## **Summary**

I am a highly skilled and experienced Senior 2D visual effects artist/compositor with 21+ 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.

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## **Software Experience**

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

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## **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*  
Composited on the feature film "[Jurassic World: Dominion](#)", currently working on "[Hawkeye](#)".
- [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 composer 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 composer on the feature film "[Chronicle](#)".
- [Zoic Studios](#)  
Oct 2010- May 2011  
*Senior VFX Composer*  
Worked as a composer on "[Premium Rush](#)", "[30 Minutes Or Less](#)", "[V](#)", and "[Once Upon A Time](#)".
- CIS Vancouver  
July 2010 – Aug 2010  
*VFX Composer*  
Worked as a composer on a series of South African commercials called "Shout" as well as a composer on the feature film "[Red](#)".
- [Goldtooth Creative](#)  
Jan 2010 – Mar 2010  
*VFX Composer/Motion Graphics Artist*  
Worked as a composer on villain cut scenes for the video game "[Spider-Man-Shattered Dimensions](#)".
- Five VFX  
Jan 2010 – Mar 2010  
*VFX Composer*  
Worked as a composer on a feature length film "[LOVE](#)", for the band "[Angels & Airwaves](#)".
- [Technicolor Creative](#)  
Nov 2005 – Dec 2009  
*VFX Composer*  
Worked as a composer 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' composer 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 composer 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 composer) 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 composer 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](#), the [Wairoa Maori Film Festival 2021](#), the [AFI Docs Film Festival 2021](#), and [ImagiNATIVE 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 <a href="#">Lantern Films</a> for an upcoming series honouring '150 years of British Columbia', to be aired on the <a href="#">Knowledge Network</a> soon.
Reno Nation	Created the scores for " <a href="#">Reno Nation</a> ", a 3 episode YouTube home renovation show for the Fraser Basin Council and the <a href="#">Kanaka Bar Band</a> .
Sherwin Strong: Disability Pride 2017	Created the score for " <a href="#">Sherwin Strong – Disability Pride 2017</a> " for the Inclusion BC Foundation and the UN International Day of Persons with Disabilities Film Festival.
E.C.E. Videos	Worked with <a href="#">Lantern Films</a> to create music to be used in a series of 5 cultural competency <a href="#">video modules</a> for Early Childhood Educators.
Aatse Davie School	Created the score for a short film to help attract new teachers for <a href="#">Aatse Davie School</a> , in Northern BC.
Empty Homes Tax	Created music for some " <a href="#">Empty Homes Tax</a> " videos.
A Home Warming Story	Created music for a stop motion <a href="#">short film</a> that explains the benefits of weather proofing your home.
BC SPCA	Helped out Jeremy Stewart and Image Engine by creating the music for an <a href="#">animated spot</a> for the SPCA.
Laundry Day	Created the complete score for a stop motion film about socks called " <a href="#">Laundry Day</a> ".
Nort's Shorts	Helped score multiple episodes of an animated <a href="#">webseries</a> my friend Ken Meyer was making. Really fun to make the music!
Shop For The Cure	Made the score for " <a href="#">Shop For The Cure</a> .", a promo to raise funds and awareness for ovarian cancer.

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## **Education**

Art Institute Vancouver 1997 – 1999	<a href="#">AI Vancouver</a> 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, composing, and 3D.
Maple Ridge Secondary 1992 – 1997	<a href="#">M.R.S.S.</a> 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.