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Matte Paintings / 3D Environments / Concept Art

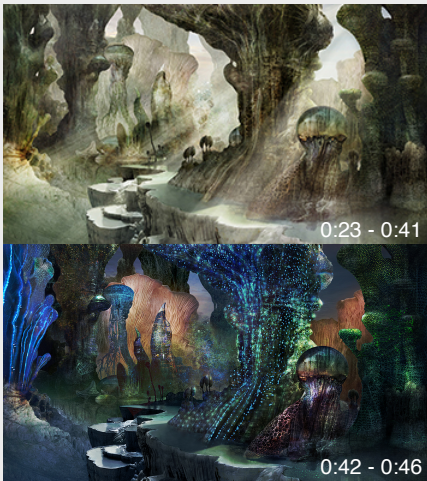## DMP ANIMATION REEL (personal projects)

0:11 - 0:22

Cootiville Matte Painting - 3D Multiplane Projection
SOFTWARE: Photoshop / After Effects

Personal project; I am responsible for everything.

Sourced reference imagery ǀ painted MP ǀ animated plant elements using puppet warp tool ǀ added fog + particle layers + lens flares + color correction + grain.

0:23 - 0:41

Cootiville (Revisited) Matte Painting - 3D Camera Projection
SOFTWARE: Photoshop / Cinema 4D / After Effects

Personal project; I am responsible for everything.

Sourced reference imagery ǀ painted MP ǀ modeled 3D geometry ǀ projected MP onto geometry using C4D's ProjectionMan ǀ keyed raw video footage of birds (courtesy of pond5.com) & animated their flight paths ǀ added fog + particle layers + lens flares + color correction + grain.

0:42 - 0:46

Cootiville (Biolum) Matte Painting - 3D Camera Projection

Cootiville is a microscopically small and insignificant go-nowhere town mired at the outer fringe of a minor mold growth which floats, unbeknownst to its inhabitants, within the confines of a circular glass petri dish. Through the wilds of a filamental forest and over a deep glassy sea, lies the near-mythic city of Micropolis...


0:47 - 0:58

Gompa 3D Environment
SOFTWARE: Vue / After Effects

Personal project; I am responsible for everything except the 3D building models (courtesy of e-on Vue).

3D Vue environment generated using standard heightfield and procedural terrains that I tweaked and re-sculpted ǀ meta clouds and procedural textures were also customized ǀ added snowfall particle layers + lens flares + color correction + grain.

0:59 - 1:19
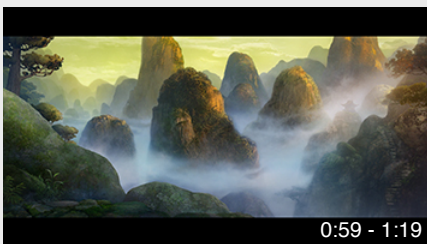
Morning Journey Matte Painting - 3D Camera Projection
SOFTWARE: Photoshop / Cinema 4D / After Effects

Personal project for an online matte painting challenge; I am responsible for everything.

Sourced reference imagery ǀ painted MP ǀ modeled 3D geometry ǀ projected MP onto geometry using C4D's ProjectionMan ǀ added color correction + grain.

My concept was to imagine an additional scene bridging the gap between the morning journey through the mountains to the Pool of Sacred Tears where Po begins to find his Fu…
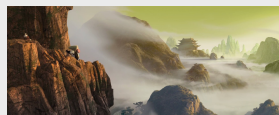

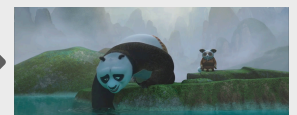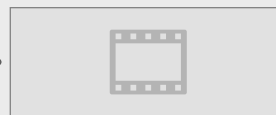Image by DreamWorks Animation LLC

Image by DreamWorks Animation LLC

ABOUT THE SOUNDTRACK: I mixed the mood music with Adobe Audition using CC-licensed tunes and open-source sound FX, as well as my own field recordings.
(All audio courtesy of jamendo.com, freemusicarchive.org, and freesound.org)