

Thaddeus Warren

MATTE PAINTING / 3D ENVIRONMENTS / CONCEPT ART

thad@thadwarren.com / www.linkedin.com / www.imdb.com / www.thadwarren.com

EDUCATION

- Maryland Institute College of Art, Baltimore - Bachelor's Degree (Fine Art)
- Studio Art Centers International, Florence, Italy - (Art/Film History + Painting + Sculpture)
- Academy of Art University, San Francisco - (Digital Matte Painting + 3D Environments)

VFX WORK EXPERIENCE

Responsible for creating highly accurate 2D & 3D content for digital environments: photo-real matte paintings, set extensions, 2.5D / 3D camera projections, 3D elements, and concept art for feature film & television.

Regular tasks: *matte painting* • *paint fixes* • *photo-manipulation* • *texture creation* • *painting HDRIs for use in 360-degree sky domes and cycloramas* • *modeling, texturing, and lighting 3D assets in Maya* • *re-modeling existing geometry for camera projections from 3D assets, photogrammetry and lidar scans* • *roto* • *color correction* • *compositing complex camera projections in Nuke* • *sourcing reference imagery.*

Senior Matte Painter

MAGIC★LAB

MagicLab - Prague, Czech Republic (currently working remotely from Oakland, California, Nov. 2023 – Jan 31, 2024)

- Projects : *The Crow*

Senior Matte Painter

outpost

Reel 2023 > www.thadwarren.com

Outpost - Los Angeles, California (May 2021 - May 2023)

- Projects : *Napoleon, Westworld IV, Foundation, Renfield, Cowboy Bebop, Star Trek Picard, Outer Range*

Matte Painter



Zoic Studios - Los Angeles, California (Feb. 2021 - May 2021)

- Projects : *Sweet Tooth, Kung Fu, Superman & Lois*

Matte Painter



MARZ - Toronto, Canada (worked remotely from Los Angeles, California, Nov. 2020 - Jan. 2021)

- Projects : *Made For Love, The Ice Road*

Matte Painter



Digital Domain - Vancouver, British Columbia. (Feb. 2020 - May 2020)

- Projects : *Free Guy, Morbius*

Matte Painter

PIXO

Reel 2020 > www.thadwarren.com

Pixomondo - Vancouver, British Columbia. (April 2019 - Nov. 2019)

- Projects : *Raised By Wolves, Westworld (s03), For All Mankind, The Hunt, Midway, Locke & Key, See, Ghost Recon Breakpoint* (live action video game trailer)

Matte Painter



Reel 2020 > www.thadwarren.com

Method Studios - Vancouver, British Columbia. (Dec. 2018 - April 2019)

- Projects : *Ford v. Ferrari*



Environment Generalist TD / Matte Painter

DNEG

Reel 2018 > www.thadwarren.com

DNEG - Vancouver, British Columbia. (Nov. 2017 - June 2018)

- Projects : *First Man, Ant-Man & The Wasp, Pacific Rim Uprising, The New Mutants*



Matte Painter



Reel 2017 > www.thadwarren.com

Zoic Studios - Vancouver, BC. (Oct. 2016 - Nov. 2017) + Los Angeles, California. (Intern; January - May 2016)

- Projects : *Game Of Thrones (s07), A Series Of Unfortunate Events, Disney's Descendants 2, Father Figures, Timeless, The Get Down, The 100, Arrow, Future Man, etc.*

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FINE ART WORK EXPERIENCE

Co-Founder & Lead Artist (2000 - 2011)

www.thadwarren.com/lushart

Lushart Decorative Painting & Murals - San Francisco, California. Co-founder and lead artist working individually and collaboratively to provide custom hand-painted interior and exterior murals, decorative faux finishes, textures, trompe l'oeil, etc. to private and commercial clientele throughout Northern CA.

- Designed & painted decorative and scenic artwork for clients within set time frames and budgets (high-end artwork involving lots of ladder & scaffolding time, research, and logistical preparation.)
- Also responsible for all operational matters, including the hiring and supervision of small teams of artists; initial contact and consultations with clients to discuss projects, timelines, and negotiate prices; the creation of preliminary designs (painted samples, concepts, mock-ups); material and paint supply inventories and purchases; written project proposals, bids, contracts, invoices, etc.

Fine Art Restorative Inpainter (1998 - 1999)

www.thadwarren.com/inpainting

ReNewell, Inc. Fine Art Conservation / Morris Gallery - Columbia, South Carolina. Primary artist/technician responsible for painting into and repairing damaged works of art on paper & canvas (mostly 19th century heirloom portraits, landscapes, and 20th century modern paintings) for regional museums and clientele.

- Repaired damaged artwork using traditional conservation oil & watercolor painting techniques.
- Required precision paint mixes to perfectly match existing colors within the damaged artwork.

TECHNICAL QUALIFICATIONS



Digital Media / Software: (Mac + Windows + Linux)

- Fluent in Photoshop, Maya, Nuke, After Effects
- Solid working familiarity with Terragen, SpeedTree, Cinema 4D, Vue, Shotgun

Matte Painting / 3D Environments / Traditional Fine Art:

- Highly skilled in Digital Matte Painting / Camera Projection / 3D Environments / Concept Art.
- Highly skilled in traditional fine art mediums (Drawing / Painting / Printmaking / Sculpture).
- Ability to achieve a high level of photo-realism using hand-painted & photo-based techniques.
- Ability to adapt & work comfortably in a variety of painting styles to match production designs.
- Experience Compositing complex Camera Projections using Nuke's 3D environment and tools.
- Experience Modeling / Texturing / Lighting 3D environments using Maya / Cinema 4D / Vue.
- Strong grasp of various file types, photography, camera lenses and focal lengths.
- A refined aesthetic with a good sense of composition, perspective, lighting, and color.

SOFT SKILLS

- Creative, detail-oriented problem solver with excellent organizational skills.
- Friendly, articulate team player with capacity to lead and take direction.
- Proven ability to complete proposed goals within prescribed timeframe.