

JOHN DANIEL



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I combine digital tools with practical techniques to fabricate feature film quality stop motion puppets and sets, as well as craft streamlined digital assets for VFX and animation pipelines. Everything from colossal space stations to charismatic cockroaches.

Notable Employment:

Tippett Studio (2016-present)

Stop-motion puppet engineering, modeling, printing and fabrication for both puppets of the Hutt Droid Sentry sequence, as well as set construction for *The Mandalorian and Grogu*. Involved throughout initial scale setting to final on-set puppet maintenance.

Photoreal Housefly model and entomological consultant for *The Miniature Wife*.

Stop-motion puppet engineering, modeling, and fabrication for the Tet'Niss "Mama Crab" puppet for *Star Wars: Skeleton Crew*, as well set modeling and construction.

Stop-motion puppet fabrication for Rat Regeneration sequence in *Alien: Romulus*.

Digital character and set modeling for *Creation of the Gods II: Demon Force*

Stop-motion puppet modeling and fabrication for Pixar Animation Studios *Self*.

Modeler for Marvel Studios *Secret Invasion* and *Ironheart* series.

3D Systems (2012-2015)

Product Design modeler for Consumer Solutions Division.

Assisted app developers, product designers and engineers by designing printable content and troubleshooting both models and 3D printers to ensure quality control.

Organized STEAM public outreach events.

ImageMovers Digital (2007-2010)

Modeler and UV mapping for Disney's *A Christmas Carol* and *Mars Needs Moms*

Modeling R&D and test subject for facial and motion capture pipeline

Tippett Studio (2006-2007)

Modeler, UV mapping, and matchmoving for *Enchanted*.

ESC Entertainment (2001-2004)

Modeler and UV mapping for: *Matrix Reloaded* and *Matrix Revolutions*, *Catwoman*, *Constantine*.

Notable creations: The Colliding Trucks from *Matrix Reloaded*, (Shot awarded "Best Visual Effect of the Year" by the Visual Effects Society), the Digger from *Matrix Revolutions*, 'Vermin Man' from *Constantine*, where I selected, designed and modeled a series of realistic insects.

Manex Visual Effects (2001)

Preliminary modeling and design of the Digger from the *Matrix* Sequels.

Digital Muse (1996-1999)

Supervised digital special effects for *Star Trek (Voyager and DS9)* Designed, animated and modeled characters, creatures, and vehicles.

Skellington Productions (1994-1995)

Fabricated character parts for feature film: *James and the Giant Peach*.

Designed and created plaster-shell, urethane, and silicone molds.

Education:

Bachelor of Science, University of California at Santa Cruz

Major: Sculpture, Minor: Invertebrate Zoology

