



Craig P. Smith

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Skills Summary

Animation

- Solid understanding of animation principles and their use in both 3D and 2D animation
- Comprehensive cognition of animation, key framing and inbetweening
- Able to digitally ink and paint 2D animations by hand or with Flash
- Understanding of anatomy, physics and the mechanics of motion
- Able to create and follow character style sheets and stay on model

Concept Art and Illustration

- Use Paint program software to sketch, design and create full illustration paintings
- Ability to match several different styles, genres, and pre-existing artwork from other artists
- Illustrated comic books and fantasy/science fiction materials
- Keen ability to capture likenesses, in caricatures, cartoons and professional quality portraits
- Create unique and entertaining characters in a wide range from serious to comedic

Other Skills

- Modeling, Flash animation, texturing, storyboarding
- Understanding and ability to create textures, including procedural textures and materials
- Working knowledge of lighting, cameras, rendering and dynamics
- Realize storyboard ideas and camera shots in rough sketches or full illustrations
- Operate industry software including: Maya, Photoshop, Illustrator, Flash, Sketchbook Pro and After Effects

Related Experience

Art Institute of CA – SF in conjunction with the National Wildlife Refuge System

Teddy Project – Animator, Modeler, Concept Artist, Texture Artist, VFX Artist, Storyboard Artist

- Worked as a member of a creative team taking on many different tasks. Helped the project meet its tight deadline. Contributed major sequences of animation and was key in character development.

Doc Savage Concept Art Project

- Created characters, environment and technology designs for a movie proposal in the Sci-fi genre. Developed presentation images from sketch to full illustration.

Phoenix Studios, San Leandro, CA

Jinx Storyboarding

- Prepared full storyboards used for a 2D animated intro for an independent film project. Used those storyboards to create a 2D animated segment of the intro.

Andyland Storyboarding

- Designed, developed and created storyboards for a musician's concept for a children's DVD combining his music and live action interacting with animated backgrounds and characters.

Job History

Sony Computer Entertainment of America	Foster City, California	First Party Quality Assurance Tester	07/08 to Present
Envision Litigation Graphics	San Francisco, California	Technical Illustrator	02/04 to Present
TargetCast Networks Inc.	San Ramon, California	Creative Services Mngr.	05/08 to Present

Education

The Art Institute of California	San Francisco, CA	B.S. Media Arts and Animation	12/2007
Lansing Community College	Lansing, MI	A.S. Graphic Design/Illustration A.S. Mechanical Drafting	06/1992 06/1988