

# Carl Burton

Motion Graphics Artist

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## Experience

### **Motion Graphics/3D Generalist, Thornberg & Forester, New York, NY — Oct/Nov 2008**

2D/3D animation, style frames, 3D modeling, coding, concept development, sound design

### **Animator/Modeler, [Experimental Game Lab](#) at Center for Research in Computing and the Arts, University of California San Diego — 2005-2007**

Worked with a team of five people including both artists and programmers to create experimental art project [Scalable City](#). Responsible for modeling and texturing most 3D assets as well as preparing them for integration in a realtime 3D environment. Animated and modeled pre-visualizations in Maya to be used as reference by the programmers.

### **Graduate Teaching Assistant, University of California San Diego — 2004-2005**

Taught introductory art and media courses. Students were shown how to use Photoshop, ImageReady, and HTML to create artwork.

### **Animator/Modeler, [Imaging Technology Group](#) at Beckman Institute for Advanced Science and Technology, University of Illinois at Urbana-Champaign — 2001-2004**

Worked solo and in teams with scientists on several different projects at the university to create visualizations of research that would be visually exciting to lay audiences.

## Education

University of California San Diego — MFA 2007

University of Illinois at Urbana-Champaign — BFA 2003

## Honors and Awards

2007 Winner of \$500 Research Award given to best graduating MFA based on studio critique by Bettie-Sue Hertz, curator of the San Diego Museum of Art

2004 "[Mandible Reconstruction Project](#)" was chosen as one of only two chosen animations from the scientific visualization category for the Siggraph 2004 Animation Festival

2003 Winner of the \$1200 Shipley Award given to the most Outstanding Graduating Senior in the UIUC School of Art & Design

2003 Winner of Most Outstanding Student Award in the UIUC Painting program

## Software

Maya, After Effects, Processing, Lightwave, Final Cut Pro, Vegas, Photoshop, Illustrator, InDesign, Soundtrack Pro, Cubase, Flash, Photomodeler, Xfrog, Dreamweaver

## References

Available on request