

DANIEL XIAO

DESIGN / VFX

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EXPERIENCE

Pixar Animation Studios - *Matte painting and concept illustration for Day & Night, Toy Story 3, Cars 2, Brave*

Dreamworks-Universal - Concept design for Steven Spielberg's upcoming Robopocalypse (2013)

Fantasy Flight Games - Illustration for Death Angel board game

Tyler West Studio - Concept design for unannounced Xbox 360 title

visualscience.net - Concept illustration for unannounced feature film

Company Inc. Sets - Concept illustration for PSA

Jonas Mayabb - Matte painting for energy drink commercial

SKILLS

- Exhaustive knowledge of 2d imagemaking techniques including digital illustration, matte painting, and photo-collage concept design
- Strong understanding of composition, design, color theory, lighting, perspective, camera angle
- Strong understanding of photographic principles
- Strong figure drawing skills
- Good communication skills for articulating design concepts to the team

SOFTWARE

Adobe Photoshop - advanced understanding of all functions, capabilities

Autodesk Maya - proficient knowledge of 3d modeling and rendering techniques

Google Sketchup Pro - proficient knowledge of 3d modeling/kitbashing techniques

EDUCATION

Watt's Atelier of the Arts - rigorous training in classical figure drawing techniques

Art Center College of Design - B.S. in Entertainment Design (2012)