

Craig Elliott

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Employment Experience

2002 – Present -Production Design, freelance and in house concept and character design:

- Unannounced project, Marvel Studios, Production Designer
- Strange World , Animated Feature, Disney Animation
- Iwaju, Animated series, Disney Animation
- Unannounced Animated feature, Netflix, Production Designer.
- Space Titans, Marza Animation Planet, Production Designer.
- Unannounced Project, Henson Studios, Visual Development.
- Unannounced Project, Warner Brothers Feature Animation, Visual Development.
- Mushka, Andreas Deja Productions, Maquette sculpting painting and production, Background Painting, Color Keys.
- Monkey King: The Beginning, Aquamen Entertainment, Production Designer.
- Unannounced project, Dreamworks Television Animation, Visual Development.
- Unannounced project, Sony Pictures Animation, Visual Development.
- The Star, Sony Pictures Animation, Production Designer.
- Wonder Woman (2017), Warner Bros./DC comics, opening credits illustrations.
- Unannounced Project, Sideshow Collectables, Art Director.
- Blossom, Feature Film teaser, Duncan Studios, Art Director.
- 7723, Animated Feature, Duncan Studios, Visual Development.
- Decendants animated shorts, Walt Disney Television, Color Keys and Visual Development.
- Unannounced animated feature, Technicolor, Character Design for pitch art.
- Wallykazaam, seasons 2 & 3, Nickelodeon, Visual Development.
- The Legend of Korra, season 4, Nickelodeon, Background color/ paint.
- Tinkerbell 7, Disneytoon studios, Visual Development.

- Cars 3, Disneytoon Studios, Visual Development.
- Unannounced animated TV show, Disney TV, Visual Development.
- Broken Sword, The Serpent's Curse, Revolution Studios, U.K., Video Game Cover and Background Painting.
- Book of Life, ReelFX Animation, Visual Development.
- Spongebob 2 movie, Paramount, Visual Development.
- Lucky Bloke, Auspicious Dawnings, inc., Art Direction and design for website and webisode animation short.
- Bombshell Babes, miniature figurine manufacturers, Character Design.
- Monsters vs. Aliens, Nickelodeon, Character, Location and Prop Design/ Color.
- Cirque Du Soleil, Character/ Costume Design.
- Unannounced Project, Blue Sky, Character and Location Design.
- The Lorax, Illumination Entertainment, Visual Development.
- The Seventh Son, Warner Bros./ Legendary, Live action feature film, Character and Location Design.
- The Penguins of Madagascar, Nickelodeon, Character, Location and Prop Design, Matte painting.
- Jak and Daxter 4, Naughty Dog Entertainment video game, Concept Art.
- Princess and the Frog, Disney animated feature film, Visual Development.
- Golden Era, Educational Books, Character Design.
- OZ, Hot Donut Productions, Visual development.
- Earthspace – Earthspace, LLC, IP property development, Character and Location Design.
- Rio- Blue Sky Feature animated film, Visual Development.
- Sould, Live Action Feature Film, Character Design.
- Witch Girl- Wildbrain Entertainment, feature animated film, Visual Development.
- Coca Cola animated TV advertisement, Buck Design, Matte Painting.
- Santa Claus, Tom T. G7, Character Design.
- Hoodwinked 2, The Weinstein Company, Kanbar Entertainment, Visual Development.
- Rise of the Argonauts, Liquid Entertainment Video Game, Concept Design.
- Kung Fu Girl, Animated TV show, Production Designer.

-Enchanted, Disney Feature Film, Visual Development.

-Moobeard the Cow Pirate, Nickelodeon, Animated TV series, Visual Development.

-Aristocats, Disney Toon Studios, Character Development paintings.

-Aba & Afya, Disney Toon Studios, Visual Development

2000-2002 Visual Development Artist for Dreamworks Animation:

-Monsters Vs. Aliens- Character Design and Visual Development.

-Puss in Boots, Animated Feature Film- Visual Development.

-Bee Movie, Animated Feature Film- Visual Development of look and feel of the bee city.

-Shark Tale, Animated Feature Film- Visual Development of the whale wash, including location paintings

and drawings, construction of a working CG model and animated fly-throughs.

-Flushed Away, Animated Feature Film- Location paintings and Visual Development.

-Turbo, Animated Feature Film- Visual Development.

-Tusker, Visual Development.

-Father of the Pride- TV Series, Visual Development.

1996-2000 Visual Development and Layout/ CGI artist for Walt Disney Feature Animation:

-Sweating Bullets, 3D modeling, Layout and Visual Development .

-Chicken Little- Visual Development.

-Treasure Planet, Animated feature Film- Visual Development.

-The Emperor's New Groove, Animated Feature Film- Visual Development and Layout.

-Mulan, Animated Feature Film- Visual Development and Layout.

-Hercules, Animated Feature Film- Visual development and Layout.

1996- present free-lance illustrator:

-Holiday party poster Illustration for Baby Tattoo Books holiday party.

-Gods and Goddesses, Illustration for Fantasy art collection.

-Land of Legends, Illustration for Fantasy art collection.

-Dungeons & Dragons 5th Edition, Wizards of the coast, Various Illustrations.

-Legend of the Cryptids, Applibot, inc. Trading Card Illustrations.

- Blizzard Entertainment & Upper Deck/ Cryptozoic World of Warcraft trading cards.
- New Orleans Burlesque event poster.
- Realms of Fantasy Magazine- Fantasy Story Illustrations for issues March and April 2006.
- Tori Amos 2005, 2006 calendar illustrations.
- Dark Horse Comics- Painted comic book written by Harlan Ellison, and comic book cover illustrations.
- Holiday Inn Hotels- Murals.

Teaching experience.

- LAAFA, Fantasy Illustration, Drawing for Concept Art, Video instruction program.
- Gnomon School of Visual Effects, Class: Concept Design, Advanced Photoshop Painting, Imaginative Landscape Painting, Visual Development, Digital Painting, Advanced Digital Painting
- Motivarti- one on one mentorship with design and illustration students.
- Pacific Institute of Art and Design (PIAD), Pasadena. Class: Concept Design.
- Art Center College of Design, Pasadena. Classes include: Imaginative Landscape, and Visual Development.
- Freelance in-home MAYA tutor.

SKILLS:

Computer Skills:

- Understanding of computer systems hardware construction/ operation.
- Macintosh, windows, and UNIX / LINUX operating systems.
- Maya, Zbrush, Photoshop, Painter, Illustrator, InDesign, Quark Express, Premiere, After Effects, Microsoft Word, Excel, and many other applications.

Other Artistic skills:

- Film TV, and collector prop construction painting and design
- Electric guitar custom design and construction
- Sculpture, maquette, character, and fine art sculpture.
- Diorama and stop motion animation set design and construction.
- Jewelry design and construction.
- Architectural design and architectural model design and construction.

- Metalsmithing, metal machining, and blacksmithing.
- Fine art furniture design and construction.
- Building construction- Carpentry, finish carpentry, plumbing, electrical and masonry.

Own small businesses:

- Aristata Publishing- Publishes "Aphrodisia- Art of the Female Form" Volumes 1 and 2 book/contest.
- Produce fine art for publishing posters and books of my own artwork for sale on the internet, conventions and by mail.
- Produce a line of Jewelry for sale to boutiques, and create custom jewelry and engagement rings for various clients.

EDUCATION:

- BFA in Illustration from Art Center College of Design.
- Graphic Design and Architecture at Cal Poly San Louis Obispo.
- Computer Instruction at various locations.

SHOWS:

- 2015, Society of Illustrators West 53 Awards Exhibit, Center Stage Gallery, Highland Park California.
- 2014, Society of Illustrators West 52 Awards Exhibit, Center Stage Gallery, Burbank California.
- 2014, Matrix Fine Art, "Penumbra, A Black and White Show",
- 2013, Spoke Gallery, San Francisco, the moleskin project III
- 2012, Arcadia Gallery, New York, Group Show.
- 2011, Pinup the Exposition, La Gallery, Montreal Canada and The Versailles Palace, France.
- 2010, Gallery Nucleus, "Poster Peepshow", Alhambra California.
- 2010, Galerie Daniel Maghen, Paris France.
- 2010, OhNoDoom Gallery, "Painted Ladies", Chicago Illinois.
- 2009, Society of Illustrators West 47 Exhibit, Gallery Nucleus, Alhambra California.

-2009, Society of Illustrators NY, Spectrum Exhibition, New York.

-2007, Society of Illustrators NY, Spectrum Exhibition, New York.

AWARDS:

-2015, Silver Award, Visual Development, Society of Illustrators West.

-2013, Gold Award, Advertising, Society of Illustrators West.

-2010, Silver Award in Advertising, Spectrum 18.

-2009, Gold Award in Editorial, Spectrum 16.

-2005, Society of Illustrators Bronze medal for Visual Development, for Treasure Planet Development art.

-Artwork chosen for Spectrum 10, 11, 12, 13, 15, 16, 17, 19, 20, 21, 22, 23, 24 ,25 and 26 “The Best of Science fiction and Fantasy Art.”