

# Craig Gilmore – Storyboard and Conceptual illustrator

**\*Member of I.A.T.S.E. - (International Alliance of Theatrical Stage Employees, Moving Picture Technicians, Artists and Allied Crafts of the United States, its Territories and Canada)\***

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\*Valid passport in hand for on-site overseas location support.

\*Fully mobile art studio ready for on-site location support.

## OBJECTIVE

To continue to actively supply my clients in the motion picture, television, animation, advertising, video game, comic book and publishing industries with world class storyboards, conceptual illustration, production design and art direction for their projects.

## 2D TRADITIONAL/DIGITAL ILLUSTRATION SKILLS

- *22 years production experience.*
- *Specializing and emphasis* in storyboarding and cinematic storytelling as well as conceptual art and 2d animatics (including character and costume design, set/environmental design, props design, 2d special effects design through animatics, marker comps, mock ups and digital video compositing.)
- Experienced traditionally trained cel animator as both key, in-between, and clean up animator as well as animation direction.
- Sequential illustration and storytelling for comic books as a penciller, inker and colorist.
- All artwork carried out through traditional paper and scanner in conjunction with digital work through Photoshop, Painter, Premiere, Sketch-Up, and After Effects.

## 3D SKILLS

- Experienced cinematic compositing and pre-visualization skills.
- 9 years experience in hand key framed character animation in Maya with some 3D Studio Max and Motionbuilder and Sketch-Up experience. Some 3D modeling experience. Some 2D/3D texture experience. Some motion capture experience.

## EMPLOYMENT HISTORY

### **Film Shots Studio - 1989 – Present**

#### Artist/Sole Proprietor

- See attached client list for specific contributions and projects
- Founding member of Artamus Studios (1 of 6) specializing in illustration for the comic book, film, tv, and traditional game industries.

### **Blue Ridge Motion Pictures – November 2007**

- Guest lecturer on storyboarding and production design.

### **Alamance Community College – January-April 1995**

- Guest instructor – Storyboarding, comic book illustration and the art of sequential storytelling.

### **Savannah College of Art and Design – 1997**

- Guest lecturer on comic book illustration and sequential storytelling.

## EDUCATION

- **Alamance Community College**, Graham, NC      **Graduated in 1989**  
A.A.S. Degree in Commercial art and audio visual illustration.

## CAREER HIGHLIGHTS/MEDIA:

- Featured guest subject - Talk Radio, television, online and newspaper interviews.
- Comic Book Illustration work on file at the **Victoria and Albert Art Museum of London, England.**
- Featured Art guest at various industry trade shows nationwide.
- Guest contributing artist for industry reference book **"Storyboards, Motion in art 3<sup>rd</sup> edition"** 2006 Focal Press.

## AFFILIATIONS AND MEMBERSHIPS:

- Member of I.A.T.S.E. Local 479
- Member of the Academy of Interactive Arts and Sciences

## Client/Project List

### -Feature Film/Television/Animation

- NBC/Universal Pictures – Feature Film Storyboards "American Reunion"
- Warner Brothers TV - TV storyboards "The Vampire Diaries"
- Reliant Pictures – Feature Film Storyboards "Main Street"
- ABC/Lifetime – TV storyboards – "Army Wives"
- Summit Entertainment – Feature film storyboards and concept illustration "Sorority Row"
- Fox Searchlight Pictures – Feature film storyboards and concept illustration "The Secret Life of Bees"
- Universal Pictures – Feature film storyboards and concept illustration "The Strangers"
- CW Network television – Storyboards, production illustration and on-air prop illustration "One Tree Hill"
- NBC Studios/Universal television - Creature concept illustration "Surface"
- Atomik Pictures – Storyboards/Conceptual illustration
- Dripping Dead Films – Feature film storyboards and concept illustration "Depravity"
- The Directors Guild of America – Feature film storyboards and concept illustration "Satisfaction"
- Boulevard Films – Commercial television storyboards
- Possumtown Pictures, LLC - Feature film Storyboards Indy film "Black Eyed Susan"
- Dripping Dead Films, LLC - Feature film Storyboards Indy film "The Dripping Dead"
- Capital City Films LLC - Feature film Storyboards (Indy Feature film TBA)
- Hal is Innocent Entertainment – Feature film Storyboards (Indy Feature film TBA)
- Niolan Entertainment Inc. – 2D Animation Storyboards
- APC Studios – Commercial Television Storyboards
- Cartoon Network - Animation direction/storyboards/2D cel animation
- Funny Farm Studios - Storyboards and 2D cel animation
- Primal Screen - Storyboards, 2D cel animation, production illustration
- Crawford Communications Inc./Design EFX Cartoons - Storyboards and 2D cel animation

### -Advertising

- Kurt/Salmon and Associates – Advertising/POP marketing concept illustration
- Benelli USA – Advertising storyboards
- FitzMartin, Inc. – Advertising storyboards

- Tattoo Projects – Advertising storyboards
- Design Reactor, Inc. – Conceptual illustration/set design
- Wieden and Kennedy, Inc. – Storyboards for 2008 Super Bowl spot
- Jennings Co. – Advertising comps/storyboards
- TBWA Chiat/Day - Character design/Advertising storyboards/Comps
- Charles Ryan Associates – Commercial Television Storyboards/Comps
- Coke Cola, Inc. - 2D cell animation /Comps
- Strottman International, Inc. – Comps/Illustration/Product Design
- Checkers restaurants – Illustration and design for products/toys
- Warner Brothers, Inc. – Product/Packaging Illustration
- Skybox International – Product/Packaging Illustration
- Barnes Design Group – Storyboarding and conceptual illustration

#### **-Theme Park design/illustration**

- Six Flags theme parks (USA nationwide) - conceptual illustration for summer 2011 anniversary

#### **-Video games – (11 major game titles shipped)**

- THQ– Storyboarding for cinematic cut scenes– “Spongebob Squarepants and Nicktoons: Globes of Doom” as well as a second upcoming as yet unannounced AAA game.
- Ubisoft - 3d character animation/storyboarding/animatics/conceptual illustration for cut scenes and pre-rendered cinematics – “Ghost Recon: Advanced Warfighter” franchise and others. Some 3D Character animation.
- Merscom Inc. – Character design/illustration – “Rag Doll Kung Fu” as well as upcoming unannounced title.
- Sony Computer Entertainment America – 2D Storyboarding/conceptual illustration/2D-3D cinemematical animatics and movie compositing/3D character animation– “The Mark of Kri” and others.
- Blur Studio – 3d character animation for cut scenes – “Spiderman 2”

#### **-Comic Books**

- Marvel Comics Entertainment – Illustration – “Morbius the living vampire” and others
- DC Comics Entertainment – Illustration – “Aquaman”, “Justice League International” and others
- Malibu Comics – Illustration – “Hardcase”, “Solitaire” and others
- Fantagraphics Books – Illustration – “Tales to give you the Creeps”
- Caliber Comics – Illustration – “Negative Burn”, “Sherlock Holmes” and others

#### **-RPG Game Book Publishers**

- Wizards of the Coast- Illustration – “Netrunner”, “Magic, the Gathering” and others
- FASA Corporation – Illustration – “Shadowrun”, “Mage” and others
- Alderac Entertainment – Illustration – “Legends of the three rings” and others
- White Wolf Publishing, Inc. – Illustration – “Vampire, the Masquerade” and others

Official site/online portfolio - <http://www.filmshotsstudio.com/Portfolio/main.php>

Blog/information site - <http://craiggilmore.blogspot.com>

2d storyboarding animatics demo reel and references available upon request.