

ALEX NICE
www.AlexNice.com
Art Director - Illustrator - Matte Painter- Concept Artist
Art Directors Guild: Local 800
Visual Effects Society
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About:

Professional entertainment artist with a focus on visual storytelling. Classically trained in illustration and fine art, I've spent a long, varied career providing 2D and 3D art services for film and television. In addition to my artistic abilities, I have a broad technical skillset. I am comfortable with a wide range of software programs and techniques. This allows me to work fast and efficiently delivering large volumes of work without sacrificing quality. I enjoy working collaboratively in teams, I take criticism well, and my passion is telling stories with art.

- Experience working directly with Production Designers, Directors, VFX supervisors, and Art Directors providing concept illustration, shot design and layout services.
- Using Roomscales VR as a pre-production tool for efficient set design and shot planning.
- Art Directing: Managing 2D and 3D art teams. Working directly with producers and clients.
- Over ten years in the visual effects and entertainment industry
- Instructor at *Gnomon school of VFX*, teaching digital environment painting and 3D camera projections in Maya, 3D Max, and Nuke
- Assistance in matte painting color pipeline for films.
- Speaker at public events: Hollywood, San Jose, Melbourne, Sydney, and Sao Paulo giving live demos and presentations to crowds of over two thousand people.
- Developed and published experiences for next gen real-time Virtual Reality (Vive, Oculus, and GearVR)
- Excellent knowledge of film VFX and production Pipelines.
- Working Knowledge in most 2D and 3D applications.

EXPERIENCE

Senior Illustrator/Concept Artist

Fox Studios: Art Department

Dec 2016 – April 2017

Responsible for look development and design services for an upcoming feature for Fox Studios. Worked closely with the Director and Production Designer providing key art and Design for environments, costume, vehicles and props. Used room-scale VR as a preproduction tool establishing on set-layout, and shot-planning.

Art Director

Magnopus

2014 – 2017

As Art Director I managed art teams, provided conceptual illustrations, developed visual pitch-decks, created matte paintings, developed museum exhibit designs, developed content for virtual reality (both realtime and 360 video), and provided look development for multiple large films. A few notable projects are:

2016 - "Disney Movies VR" virtual reality experience as well as several unannounced titles

2016 - "The Argos File" (won "Proto Award" for best live action VR experience)

2015 - "The Audition" by Martin Scorsese (VFX Art Director)

2015 - Disney's "The Jungle Book"

2015 - "Hunger Games Catching Fire" Look Development and Concept Illustrator.

2014 - "The 33" Look Development and Concept Illustrator.

Matte Painter "Beats of No Nation" / "The Ranch"

Netflix

2015 – Matte Painter and Look Development

Look-Dev Concept Illustrator, Matte Painter "Sin City: A Dame to Kill for"

Prime Focus

2013 – Look Development and Shot design.

Look-Dev Concept Illustrator "San Andreas"

Warner Brothers / Universal Production Design Art Department

2013 – Look Development and Shot design for the opening sequence in the film

Matte Painter "Secret Life Of Walter Mitty"

Look Effects

2013 – Matte painting and set extensions for the Himalayan Sequence

Matte Painter "Oblivion"

Pixomondo

2013 – Matte Painter for Joseph Kosinski's "Oblivion"

Environment Painting Instructor: Gnomon School of VFX

Gnomon School of Visual Effects

January 2013 -Instructor for 3D Environment Matte Painting and Projection techniques

Photoshop, Maya, 3Ds Max, Vray, and Nuke

Lead Matte Painter "Pacific Rim"

Mirada Studios

July 2012 – Lead Matte Painter for Guillermo Del Toro's 'Pacific Rim'

Matte Painter "Elysium"

Image Engine Design Inc.

2012 - Matte Painter for Neill Blomkamp's "Elysium"

Matte Painter "Amazing Spiderman"

Pixomondo

2012 -Matte Painter for the "Amazing Spiderman"

Matte Painter "Rock of Ages"

Digital Domain

2011 -Matte painting for "Rock of Ages"

Matte Painter "Hess"

Relevant vfx

November 2011 – Matte Painter for "Hess" TV spot

Matte Painter "Hugo"

Pixomondo

2011 - Matte Painter and Illustrator for Martin Scorsese's "Hugo"

Matte Painter "Mets Amaz'n"

Digital Domain

2011 - Matte painter for "METS Amazin"

Matte Painter "Tron Legacy"

Prime Focus

2011 – Matte painter for Tron Legacy

Matte Painter “Priest”

Svengali FX

2010 - Matte painter for “Priest”

Matte Painter “2012”

Uncharted Territory

2009 - Matte painter for Roland Emmerich's “2012”

Matte Painter / CG Generalist

Sway Studios

2007-2009 - Various TV spots depicting all CG environments and vehicles

Visual Forensics, San Ramon, CA

2002-2008 Played an integral role in creating and coordinating over thirty 3D animated simulations and accident reenactments to be used as evidence in multi-million dollar courtroom trials.

Responsibilities included:

- Recreation of scientifically accurate environments in 3D to scale. Modeling, texturing, lighting, and general scene assembly.
- Scientifically accurate character, vehicle, and camera animation following the guidelines working directly with Accident Reconstructionists.
- 3D Camera Tracking HD footage
- Production Coordination of large on site film crews, scheduling and procurement of shooting locations such as airports, train stations and documentary photography.

Precision Simulations, Grass Valley, CA

2005-2008 - Provided client with scientifically accurate 3D models and scenes for numerous 3D simulations to used as evidence for courtroom litigation purposes.

Sabel Engineering

2004 - Design Visualization - Provided client with a fully edited, 6 minute 3D animated sequence depicting engineered machinery for company marketing material.

EDUCATION AND RELEVANT COURSES

Art Academy San Francisco

Diablo Valley College

