

# JUSTIN BANNER

Modeler, Animator, Layout Artist, Storyboarder

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## EXPERIENCE

### Moving Picture Company — Junior Layout Artist — November 2021 - September 2022

#### Visual Effects Studio

Performed duties as Junior Layout Artist on **Dungeons & Dragons: Honor Among Thieves** (2023) and **Napoleon** (2023).

- Gathered position-tracked cameras and position-matched/roto-animated character rigs from match-move artists and verified alignment to film-plate and LIDAR scans of sets/environments.
- Ensured focal lengths and camera configurations matched between physical and digital cameras.
- Created digital cameras for full-CG shots consistent with surrounding shots in camera parameters, and with previzualized/production-requested shot framing.
- Staged CG set and crowd extensions for large scenes, maintaining consistency with surrounding shots.
- Created caches of character rigs in requested positions for staging passes.
- Addressed layout-specific requests from downstream departments (lighting, animation, fx).
- Worked with and applied feedback from VFX supervisors and lead layout artists, addressing creative notes and technical challenges in a timely manner.

### "Lake Champlain" — Director, Producer, Modeler, Animator, Composer — 2020 - 2021

#### Student Film

Led production of thesis film from script to screen. Created two creature assets from concept to rigged models for animation.

Shot on-location, animated creature assets, composited assets onto filmed plates, and fully edited film with sound design.

### Constructive Display Inc. — Freelance 3D Modeler — October 2018 - February 2020

#### Prop and Display Fabrication Studio

Modeled 3D assets for physical fabrication based on provided design schematics/guidelines.

- Airplane turbine engine - JetBlue "Now Leaving Boston" advertisement
- "Gotham" Gargoyle mascot statue - New York Guardians (XFL Football team)

### Blowback Productions/Brick City TV — Intern — June 2016 - August 2016

#### Documentary Film Production Studio

Created poster graphics from image libraries for various productions, transcribed interview footage, assembled hot-sheet summaries of production rolls, compiled timecode spreadsheets.

## SKILLS

### Software

Maya, Zbrush, Nuke, Arnold Renderer  
Photoshop, Illustrator, Premiere, After Effects  
Shotgun/RV

### Operating Systems

Windows  
Mac OS X  
Linux

## EDUCATION

### Art Students League of New York

Studying storyboarding and visual development in a fourteen-week course taught by Disney alum Umakanth Thumrugoti

### School of Visual Arts NYC

BFA Computer Arts/Animation/VFX, 2017 - May 2021

### Technicolor Creative Studios Academy

Nine-week Animation Training Course, July-August 2021

## INTERESTS

- Storyboarding, Storytelling, and Visual Development, including Digital Sculpting and Concept Art
- Working with talented people on incredible projects
- Fun and engaging sci-fi and fantasy stories