

**Ron Bowman**  
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#### **QUALIFICATIONS:**

I'm currently a matte painter at The Mill in London, UK. I've worked on live action films, animated feature films and television. Previous to that I'd been a commercial illustrator with 13 years of experience working on a variety of projects for a number of prestigious companies throughout Silicon Valley. I graduated, Cum Laude, from San Jose State University, where I received a BFA in Illustration/Animation in 2003.

#### **EXPERIENCE:**

##### **The Mill – Matte Painter**

**Jan 2010 - Present**

At The Mill in London I've worked on Doctor Who, Primeval, Merlin, Sherlock, Coronation Street and various other shows. Over the 2+ years I've been there I've considerably strengthened my 3D and projection skills, I've learned how to use Nuke and Cinema 4D and I've reinforced my core matte painting skills. I was honored to have been one of a team of five artists at The Mill that were named in a visual effects Emmy nomination that was given to BBC's production of Sherlock (more info in the awards section below).

##### **Framestore – Matte Painter**

**Nov 2007 – Jan 2010**

I worked as a matte painter at Framestore for two and a half years. While there I worked extensively with 2.5D mapping techniques (mapping with camera projections) using a proprietary projection tool in Maya as well as working on standard 2D matte paintings. I primarily used PhotoShop and Maya for my work, but I also made use of BodyPaint and Shake as well as proprietary tools.

Films I've worked on at Framestore:

- The Tale of Despereaux – matte painting, texturing
- Clash of the Titans – matte painting, concepts
- Where the Wild Things Are – matte painting
- Salt – matte painting
- Prince of Persia – matte painting
- 3 additional films in pre-production – concepts

##### **Blackpoint Studios – Texture Artist/Matte Painter**

**July 2007 – Nov 2007**

I had a brief contract as a Texture Artist and Matte Painter at Blackpoint Studios in San Francisco. I primarily worked on the Iron Man video game. I created photoreal textures and matte paintings for the game's cinematic. In this job I became proficient with Bodypaint.

##### **Cisco Systems, Inc. – Illustrator/Presentation Designer**

**Sep 2000 – July 2007**

At Cisco I created presentations for the executive staff using PhotoShop, Illustrator and PowerPoint. I also created illustrations for various marketing collateral. I worked for Cisco variably full-time and as a contractor in order to enable my university studies.

##### **Duarte Design - Illustrator**

**Sep 1996 – Feb 2005**

Since 1996, I'd done a great deal of work for Duarte Design, a graphic design and advertising firm. Through them I've created paintings, sketches, storyboards, presentations, diagrams, web graphics and highly detailed illustrations for a variety of companies including Disney, Apple, Adobe, Cisco, Netscape, Hitachi, Sun Microsystems, and Canon.

##### **Castlewood Systems, Inc. – Graphic Designer/Web Designer**

**July 1999 - July 2000**

Castlewood was the manufacturer of the infamous ORB Drive. During my year-long contract, I was responsible for all graphics used by the company for press releases, packaging, tradeshow and advertising. I worked with the engineers to create a new corporate website and worked with the marketing staff to create magazine ads.

## SKILLS:

- **Matte Painting and 2.5D:** I'm a highly skilled live action and animated feature matte painter and am experienced with 2.5D using proprietary tools based in Maya, as well as Cinema4D and Nuke.
- **3D Software: Maya, Cinema 4D (incl. Bodypaint):** I'm an advanced user of Maya and Cinema 4D. I've become skilled with modeling in NURBS, polygons, and subdivision surfaces, texturing, rigging, and animation. However, my particular focus in 3D has been texturing and 2.5D applications. I'm a very capable user of Bodypaint as it relates to texturing and projection.
- **Adobe PhotoShop and Illustrator:** I'm power-user of Adobe PhotoShop and Illustrator, having used them constantly for 14 years in both my academic and commercial work.
- **Illustration, painting, and design:** I'm a very versatile and capable illustrator and painter. I'm well trained in perspective, human and animal anatomy, color theory, and composition. I'm skilled with painting in oil, acrylic, and other natural media. I'm an enthusiastic plein-air painter, which has sharpened my observational skills - particularly with regard to things such as values and color temperature. I've become a sophisticated visual designer through my previous design work.
- **Other Skills:** I'm experienced with PC, Mac, and UNIX-based environments. I'm proficient with video editing software such as Nuke, Shake, Premiere, After Effects, and Final Cut Pro. I'm trained in traditional animation.

## EDUCATION:

I graduated, Cum Laude, from San Jose State University in 2003. I have a BFA in Illustration/Animation.

## HONORS AND AWARDS:

- **Emmy Nomination: Sherlock – Study in Pink Outstanding Special Visual Effects For A Miniseries, Movie Or A Special, 2011**  
I was honored to have been one of a team of five artists at The Mill that were named in an Emmy nomination that was given to BBC's production of Sherlock.
- **The Society of Illustrators:** In 1999 and 2003 I was one of the top winners of the prestigious Society of Illustrators Award, winning prizes of \$2000 and \$1000, respectively.
- Featured in "The Human Form" national juried exhibition at the Illinois Institute of Art in Chicago, 2006
- Featured in "Trains Past, Present, Future" national juried exhibition at the St. Louis Artists' Guild, 2006
- Featured in the SJSU President's Letter as a standout student in the SJSU 3D animation program, 2003