

Niall Booker : Art Director and Senior 3D Environment Generalist

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Work Eligibility in USA, EU, and UK.



Film / VFX Experience and Related Work History:

2020	"Star Wars : The Mandalorian" <i>Pixomondo</i>	Shot lead responsible for providing art direction, matte paintings, 3D props/sets, textures, look-dev, lighting, layout, and Nuke scripts for this episodic.
2020	"Westworld : Season 3" <i>Pixomondo</i>	Responsible for providing art direction, matte paintings, 3D props/sets, textures, look-dev, lighting, layout, and Nuke scripts for this episodic. * <i>Emmy Nominated Episode for Best VFX.</i>
2019-2020	"Star Trek : Picard" <i>Pixomondo</i>	Shot lead responsible for providing art direction, matte paintings, 3D props/sets, textures, look-dev, lighting, layout, and Nuke scripts for this episodic.
2019-2020	"Orville : The Road Not Taken" and "Season 3" <i>Pixomondo</i>	Shot lead responsible for providing art direction, matte paintings, 3D props/sets, textures, look-dev, lighting, layout, and Nuke scripts for this episodic. * <i>Emmy Nominated Episode for Best VFX.</i>
2019	"Tom Clancy's Division 2" <i>Digital Domain</i>	Responsible for providing principal matte paintings, 3D props/ sets, textures, look-dev, lighting, and Nuke scripts for the full cg game cinematic spot for this Activision AAA title.
2018	"Call of Duty : Black Ops III" <i>Digital Domain</i>	Responsible for providing principal matte paintings, layout, 3D props/ sets, textures, look development, lighting, and Nuke scripts for the in-game cinematics for this Activision AAA title.
2018	"The Avengers : Infinity War" <i>Digital Domain</i>	Responsible for providing principal matte paintings, 3D props/sets, textures, lighting, layout, and Nuke scripts for this Marvel feature. * <i>Oscar Nominated : Best Visual Effects</i>
2017-2018	"Lemony Snicket : A Series of Unfortunate Events" and "Outlander" <i>Digital Domain</i>	Responsible for providing principal concept art, matte paintings, 3D sets, textures, lighting, layout, and Nuke scripts for these Netflix and Starz episodics. * <i>Outlander is nominated for HPA Award for Outstanding Visual Effects.</i>
2017	"T-Mobile VR" <i>Digital Domain</i>	Responsible for providing principal matte paintings, 3D props/sets, textures, and layout for this promotional virtual reality application.
2017	"Star Wars : Hero" <i>Digital Domain</i>	Responsible for providing principal concept art, matte paintings, and Nuke scripts for this Star Wars game cinematic advertising spot. * <i>VES Nominated for Best VFX in a Commercial.</i>
2016-2017	"Fast and Furious 8 : Fate of the Furious" <i>Digital Domain</i>	Responsible for providing principal concept art, matte paintings, 3D props/sets, textures, lighting, layout, and Nuke scripts for F. Gary Gray's feature film. * <i>VES Nominated for Best VFX in a feature.</i>
2016	"Titan Trucks : Night Shift" <i>Digital Domain</i>	Responsible for providing matte paintings, 3D props/sets, and Nuke scripts for Nissan's advertising spot.
2016	"Ready Player One" <i>Digital Domain</i>	Worked as part of the on-set Virtual Art Department (Virtual Production) team in London. Duties included providing principal concept art, 3D props/sets, matte paintings, textures, look development, lighting, and layouts for multiple VR scenes. These scenes were used to block shots and create base layouts for final feature visual effects for this Steven Spielberg feature film. * <i>Oscar Nominated : Best Visual Effects</i>
2015	"HTC : Home", "Google : Home", and "Monkey King" <i>Digital Domain</i>	Worked as part of the Virtual Art Department. Responsible for providing principal concept art, 3D props/sets, matte paintings, textures, and layout for VR scenes for these VR projects.
2015	"Target : The Holiday Odyssey" <i>Method Studios</i>	Responsible for providing matte paintings and Nuke scripts for Target's advertising spot.
2015	"Call of Duty : Seize Your Glory" <i>MPC</i>	Responsible for providing principal concept art, matte paintings, 3D props/sets, textures, lighting, layout, and Nuke scripts for Call of Duty's advertising spot.
2015	"Luma Dubai" <i>Digital Domain</i>	Responsible for providing principal concept art, 3D sets, matte paintings, textures, lighting, layout and Nuke scripts for this advertising spot.
2015	"Destiny : Taken King" <i>Prologue</i>	Responsible for providing 3D props/sets, matte paintings, Mari textures and Nuke scripts for the in-game cinematics for this Activision AAA title.
2015	"Heroes of the Storm" and "China Media Feature Banner" <i>MPC</i>	Responsible for providing 3D props/sets, matte paintings, textures, layout and Nuke scripts for Blizzard's advertising spot and China Media's animated feature banner.
2014-2015	"B.O.O." <i>Dreamworks Animation</i>	Responsible for providing matte paintings, and Nuke scripts for Anthony Leondis's 3D animated feature film.
2014	"Before the Dawn of the Planet of the Apes : All Fall Down (Year 5)"	Responsible for providing matte paintings, 3D props/sets, and Nuke scripts for Dan Thron's Planet of the Apes short film.
2014	"Clash of Clans : Japan" <i>Psyop</i>	Responsible for providing 3D props/sets, matte paintings, and Nuke scripts for Clash of Clans' advertising spot.
2014	"Destiny : Mutiny" and "Wold Cup Soccer" <i>Prologue</i>	Responsible for providing matte paintings, 3D props/sets, and Nuke scripts for the in-game cinematics for this Activision AAA title. Also provided matte paintings and 3D sets for multiple team transitions for the 2014 World Cup.
2013	"Disney : Mines" <i>Mirada</i>	Lead matte painter responsible for providing principal concept art, matte paintings, 3D sets, Nuke scripts, and team management for this Disney advertising spot.
2013	"Katy Perry : Roar" <i>Mirada</i>	Responsible for providing principal concept art, matte paintings, 3D sets and Nuke scripts for Katy Perry's premier music video.
2013	"New Zealand Transportation" <i>Psyop</i>	Responsible for providing principal concept art, matte paintings, 3D sets and Nuke scripts for this advertising spot.
2013	"Disney : Be Our Guest" <i>Mirada</i>	Lead matte painter responsible for providing principal concept art, matte paintings, 3D sets, and Nuke scripts, and team management for this Disney advertising spot.
2013	"Elementary" <i>The Molecule</i>	Responsible for providing matte paintings, 3D sets and Nuke scripts for this advertising spot for the episodic television show.
2012-2013	"Elysium" and various in house projects <i>Whisky Tree</i>	Responsible for providing matte paintings and 3D sets for Neill Blomkamp's feature film and other various advertising and entertainment projects.
2012	"Disney : Interactive" and "Disney : Mirror" <i>Mirada</i>	Responsible for providing matte paintings, 3D sets and Nuke scripts for multiple Disney advertising campaigns.
2011	"Already Loving You" <i>Space Division VFX</i>	Responsible for providing matte paintings, 3D sets and Nuke scripts for Darnaa's premier music video.
2012	"Beasts of the Southern Wild" <i>Space Division VFX</i>	Responsible for providing matte paintings for Benh Zeitlin's feature film. * <i>Oscar nominated for Best Picture and was the Sundance Grand Jury Prize Winner.</i>
2011	"The Grey" <i>Zoic</i>	Responsible for providing models and Vue elements/environments for matte paintings for Joe Camahan's feature film.
2011	"Battlestar Galactica : Blood and Chrome" <i>BSG VFX</i>	Responsible for providing Vue environments, 3D sets and complete world designs for 200+ shots of Universal Studios series pilot movie. * <i>2013 Emmy Nominated for Best VFX</i>

Education:

BFA, Visual Effects : 3D Matte Painting, Academy of Art University, San Francisco

Software:

-Photoshop	-Maya	-Nuke	-Metashape
-Substance Designer/Painter/Alchemist	-Clarissee	-Zbrush	-RealityCapture
-VRay	-Arnold	-World Machine	-GeoControl 2
-SpeedTree	-Unreal	-Unity	-Shotgun