

# Dan Platt

**3D Modeler**

[www.danplatt.com](http://www.danplatt.com)

5134 Oakdale Ave  
Woodland Hills, CA 91364  
T 818-887-2585  
C 818-564-5593  
dan@danplatt.com  
<http://www.danplatt.com>

## Professional Summary

Skilled, versatile and production hardened 3D modeler with nearly 20 years of combined experience in both digital and clay design. Worked as a production artist and as an independent designer. Extensive background in the digital/sculptural arts including character design, toy and product design and medical illustration. Self motivated, innovative, problem solver, adapts quickly to new solutions and works well under pressure - meeting all challenging and mission critical deadlines. Obsessed with creative challenges beckoning 3d solutions. Seeks professional, in-house and freelance opportunities in 3D modeling.

## Skills

- Organic and hard surface digital modeling
- Sculptor - hyper real to whack-o cartoony maquettes
- Subdivision Surface, Poly Modeling & NURBs
- UV mapping
- Anatomical human and "un-human" expertise
- 2D Illustration & Design
- Maya, Lightwave 3D, Mudbox, Zbrush
- Photoshop • Illustrator • InDesign • After Effects • Final Cut
- Red Hat Linux • MAC OSX 10.5x and Windows XP - Vista

## Digital 3D Work Summary

### **Modeler, Disney Feature Animation; Burbank CA, 2004 - 2008**

Bolt, American Dog, Meet the Robinsons, Tiki Time

Visual Development: Tiki Time, Joe Jump, Rapunzel, King of the Elves

### **Modeler, Patrick Tatopoulos Designs; North Hollywood CA, 2003 - 2004**

Visual Development: I, Robot - Sonny & V.I.K.I

### **Modeler, Solid Image Arts, LLC; Woodland Hills CA, 2000 - 2004**

Medical Illustration, animation and product design: Merck, Abbot Labs, Corbett Health Care, National Comprehensive Cancer Network

### **Toy Designer: Playing Mantis Toys**

### **3D Illustration: Vivendi Universal**

### **Modeling for game animatics: vTorque**

### **Instructor, Cal Arts, 2004 - present**

Advanced Maya Character Modeling Fall semesters

## Sculptural Vis Dev Work Summary

### **Disney Feature Animation; Burbank CA, 2004 - 2008**

Visual Development maquette sculptor: Tiki Time, King of the Elves

### **Patrick Tatopoulos Designs; North Hollywood CA, 2002 - 2004**

Creature sculptor: Curandero, The Cave

Scanning model sculptor: The Cave

### **Solid Image Arts, LLC; Woodland Hills, CA, 1993 - 2000**

Production toy and collectible sculptor: Hasbro, Mattel, Galloob, Blizzard Entertainment, Trendmasters, Playing Mantis, Bazoomba, Toy Teq, & various upstarts

### **Sculptor: Miniature and Make-up effects for TV and Feature Films, 1988 -2005**

IMDB profile: <http://imdb.com/name/nm0686849/>

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## **Career Highlights**

The visual development and modeling of "Sonny" from I, Robot; the creation and sculpture of The Star Wars Trilogy Movie Poster; Merck's "Medicus" corporate logo; the design and creation of the 3D awards Digital Hero trophy and visual development for the future Disney production, King of the Elves

## **Speaker/Writer**

Featured speaker & Mentor, Disney Feature Animation, various PR 2004 - 2008  
Guest speaker, 3D Festival/LEAF (London) 2002  
Art of 3D Computer Animation and Imaging Book (Contributing artist) 2002  
2 day guest speaker/demo artist at Denver University, 2002  
Guest speaker, panelist and demo artist at the 3D Festival (Denmark and Sweden - 1999/2001)  
Guest speaker at Siggraph 2001, Newtek booth  
Guest panelist at the 3D Expo 2000  
3D Demo artist at MacWorld - 2000  
Guest speaker at Art Center, 1999  
EFX Art and Design Magazine (Associate Editor - 1998/2002)  
Amazing Figure Modeler Magazine (Columnist, 1994/1996)

## **Education**

Philadelphia University of the Arts, Philadelphia, PA - 1987  
Major: Illustration Minor: Sculpture

## **Referrals**

Visual FX Supervisor - John Murrah: [John.Murrah@disneyanimation.com](mailto:John.Murrah@disneyanimation.com)

Layout Supervisor - Terry Moews: [Terry.Moews@disneyanimation.com](mailto:Terry.Moews@disneyanimation.com)