

# T H O M A S D . L U T H

## ILLUSTRATION • MOTION GRAPHICS

(562) 434-5340

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**Objective** To produce innovative design, illustration and graphics either freelance or as an in-house artist.

**Work** Illustrator from 1980 to present.

**Experience**

- Illustrations & motion graphics in Photoshop, Painter, Illustrator, After Effects and Electric Image.

- Design and execution of motion picture titles. i.e. "Blue Desert," "BURN - The Burning Man Arts Festival"

- Design and execution of CD covers and booklets.

- Digital painting, texture mapping, titles, and pre-visualizations for film. i.e. "Sinbad - Beyond the Veil of Mists."

- Freelance illustrations in traditional media.

Associate Art Director for Gambling Times Magazine 1979-1980.

- Layout, design, illustration, paste-up, and stat-camera work.

Part-time Illustrator 1974-1979.

- Freelance illustrations while attending college.

Clients include:

Walt Disney Publications, Metro-Media Television, Neo Motion Pictures, Marvel Comics, Image Comics, DC Comics, Dark Horse Comics, Fantagraphics Books, Peter Green Design, and several other publishers.

**Special**

**Skills**

Extensive Graphic Design/Illustration experience with the Macintosh and PC. Proficient with Adobe Photoshop, Illustrator, Painter, BRYCE, After Effects, and Quark. Familiar with a variety of other applications. Experience in Paste-up, animation, storyboard, rotoscope, and background painting. Digital matte painting, texture mapping, and title design for television and motion pictures.

Computer-generated color separations. Familiar with traditional darkroom processes.

Skilled in traditional arts media, including oils, acrylics, watercolor, charcoal, and pen & ink. Airbrushing for illustration, animation backgrounds and logo designs.

**Education**

BFA in Illustration from California State University, Long Beach, with minor in English Literature, 1978.

AA in Printing Technologies from Los Angeles Harbor Jr. College.

AA in Electronic Music from Harbor Jr. College.

Additional courses from Art Center School of Design, Pasadena, American Film Institute, Loma Linda University, Art Institute of Southern California, and Brandes Art Institute, Woodland Hills.