

Charles E J Downman

CONCEPT ARTIST/ DIGITAL MATTE PAINTER

London

cejdlondon@googlemail.com
office

Experience

Senior Matte Painter/ Concept Artist

2022 - Present

RISE | Visual Effects Studios

Concept Artist and 3D Digital Matte Painter

Digital Matte Painter

London
2021 - 2022

Framestore Film

3D Digital Matte Painter / Environment concept artist

3D Digital Matte Painter/ Concept Artist

London
2015 - 2021

MPC

3D Digital Matte Painter/ Concept art Advertising London.

3D/ 2D Generalist

London
2013 - 2015

Gramercy Park Studios

3D/ 2D Generalist at Gramercy Park Studios

<http://www.gramercyparkstudios.com/>

Post- Production Runner

London
2012 - 2013

The Mill

Studio Runner for The Mill London. Training in 3D and Design. While Running at The Mill I have been put on project work including a pitch for a cinematic trailer for Bungies upcoming game 'Destiny' where I was working on storyboards and key frame art.

Intern

London
2012 - 2012

The Mill

The Mill is one of the most notable post production studios in London. While here, I was working as a runner which meant I was able to contact and communicate with all different members of the staff and get a inside view to how things happened in the industry. I was also able to get time to shadow in the 2D Compositing suite and the 3D Suite.

Intern Artist

London
Nov 2011 - Nov 2011

Hothouse IWG

Hothouse IWG is a well established model making company in London, who have won numerous awards for marketing and design, such as their work on Selfridges. During my time at Hothouse IWG I was mainly working as a runner in their main London studio. I was part of the Stratford Westfield Christmas setup for the Christmas Extravaganza. I was given basic workshop training.

Free Lance Artist

London

Crosspond Inc

Various freelance projects specializing in Final Cut, Photoshop, Illustrator and InDesign work and editing. I worked in a training class with animators from Aardman Animations teaching students aged 7 up to 10 the basics of animation and stop motion.

Free Lance Artist

London

Gumboots Media

Commissioned illustrator for a major presentation for Transport For London. The project, 'Design Matters', involved creating large A0 illustrations to be hung at the event at Westminster Hall. Participated in editing, Photoshop work, plus video and camera work for the event.

Intern

Pinewood Film Studios

Pinewood Film Studios

Internship in the set decorating and drapes department. I had the opportunity to be a runner on Tim Burton's 'Sweeney Todd' and Mathieu Kassovitz's 'Babylon AD'. Here I gained a great insight into the way the film industry works. I was able to see at first hand the fast pace at which the creative industry works and how the relationships between multiple departments combine to make a large single production.

Education

VFX 3D Production

London

Jan 2012 - Apr 2012

Escape Studios

Three Month intensive course in VFX Production. Specialized in Autodesk Maya, Mudbox, Matchmove. The Foundry Nuke. Pixologic ZBrush. 3D Equalizer. Here I learned to become proficient at tracking footage, creating a CG model to then texture and convincingly merge into the footage and composite.

Fine Art BA(Hons)

Bournemouth
Sep 2008 - Jul 2011

The Arts University College at Bournemouth.

Full time studio based work. Participated in contextual, theoretical and practical seminars. Workshop training includes woodwork, metal work, Photoshop, Illustrator, InDesign, Dreamweaver, and Final Cut Pro. Exhibited in various galleries in London and around the South West including Studio 1.1 (Shoreditch), and Artsway.

Fine Art Foundation

London
Sep 2007 - Jun 2008

University College of Arts, Epsom

Participated in graphics, photography, fashion and fine art classes while at UCA. Additional tutorials to develop skills in Maya 8.

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