

# Daniel Creighton

Animation and Motion GFX

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## Summary

I've been fortunate enough to have accrued a wide range of experience and skills within my field, having produced animation and motion graphics for broadcast, games and interactives, special effects, TV commercials and video clips, gaming and casino displays.

In the past I've done quite a lot of illustration and cartooning for books and magazines; it's also something I very much enjoy and would like to do more of.

Bettering, let alone perfecting, one's skills as an animator is a life's work rather than a goal attainable within a set timeframe; I plan to continue to seek new and different challenges that enable me to continue to improve my skills.

I enjoy projects with ridiculously tight deadlines, as I've found that the brutal constraints of such seem to be creatively freeing.

## Specialties

3D Software: 3DSMax, XSI and ZBrush, 3rd party renderers and plugins

Adobe CS3, Corel Painter 10, Flash, Dreamweaver, Particle Illusion

Animation - character animation. lip sync, storyboarding,

Storyboarding

Motion GFX

Video editing

Cartooning, Illustration and Design

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## Experience

### **Freelance at Various**

March 2008 - Present (1 year)

Freelance for various parties. The FoxClassics "Bond, Classic Bond" campaign by John Dickinson and myself won Gold at the 2008 Promax Awards . Motion GFX and DVD authoring for the 2009 "Gods of Football" DVD. Opening title sequences for TBMS, TWYS.

### **Animator / Writer / Director at NSW Film and Television Office**

May 2006 - March 2008 (1 year 11 months)

I was fortunate enough to be awarded funding from the FTO, and completed the 12 min animated

short, "DOG" in April 2008. Music by King Curly, sound-design by Steve Appel and Steve Francis and starring Don Walker, Leo Sayer and Dave Graney.

### **Credit sequence and title design at Freelance - various**

May 2006 - January 2008 (1 year 9 months)

I created the title and credit sequences for "Erotic Star" as well as all in-show motion-graphics. Created the same for the "Mind Magic" pilot. I also created a 20 second sequence as part of the "Wild Tech" opening title sequence.

*1 recommendation available upon request*

### **Senior Animator at Konami**

September 2005 - May 2006 (9 months)

My responsibilities here entailed creating animated content within Konami's gaming division, as well as screen design and layout, transition and attract sequences.

As well as bespoke content, I completed several half-finished projects.

### **Senior Animator / Designer at BBC Television**

September 2004 - June 2005 (10 months)

I was contracted to create animated and interactive content, largely for the BBC's educational division. This mostly took the form of Flash games, such as an Eastenders (!) game in which the player's avatar trotted around the East End, interacting with cartoon versions of the show's characters. Other projects included a noirish private-eye interactive, and an interactive about computer security modelled around the look of classic video-games.

I also was part of the "Colin & Cumberland" team, which later went on to win several awards.

### **Lead Animator at Scottish Screen / Heehaw Pty Ltd**

January 2004 - September 2004 (9 months)

Lead 3D animator, digital effects, modelling & camera match for "I.M.", a half hour Sci-Fi thriller produced for Scottish Screen.

My next project for Heehaw was the production of a 10 minute educational animation for NHS Scotland, featuring 3 cartoon style 3D characters in a realistic environment.

### **Animator / Senior Motion GFX at Beyond International**

January 2003 - January 2004 (1 year 1 month)

2D and 3D animation for broadcast television, digital footage manipulation and compositing on shows such as Mythbusters and Beyond Tomorrow.

### **Freelance animator - Casino Hyperlink project at Aristocrat**

February 2003 - May 2003 (4 months)

In concert with Brett Lovell, I conceptualised, designed, modeled and animated a realistic 3D amusement park. These animated sequences play on plasma displays in casinos worldwide.

### **Senior Animator at Aristocrat**

December 1999 - May 2001 (1 year 6 months)

Contracted to deliver game concept and design, interface design, animated content.

Produced 2D and 3D animations for games and promotional videos

*1 recommendation available upon request*

### **Illustrator / cartoonist at EMAP Publishing**

January 1998 - January 2001 (3 years 1 month)

Freelance caricature, 3D rendering, illustration and cartooning for Empire and FHM magazines.

### **Creative Director at ChaosMusic**

January 1998 - January 1999 (1 year 1 month)

Designed and developed ad campaigns and promotional material.

Produced animated TV commercials, advertising, interactive games and merchandise.

*1 recommendation available upon request*

### **Animator at Aristocrat**

January 1997 - January 1999 (2 years 1 month)

Produced 2D and 3D animations for games and promotional videos. The team within Video Graphics at the time was very talented, and a great proving ground for a young animator.

*1 recommendation available upon request*

### **Illustrator / cartoonist / animator at Freelance - various**

January 1996 - January 1999 (3 years 1 month)

Other freelance work includes illustration for a series of English textbooks published by Longman, T-shirt design for BONK, cartoon postcards for the rock festival Big Day Out, character design and animation for ABC TV's youth program Recovery, interactive games for The Louisville Sluggers and GTO, 3D modeling and animation for the 2005 Ford GT.

### **Playstation 1 launch advertising at Sony / Village Roadshow**

August 1996 - August 1996

Logo and character design for film and TV and print launch advertising.

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## Education

### **University of Technology, Sydney**

BA, Communications, majoring in Film, 1993 - 1996

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## Honors and Awards

Awarded NSW FTO Young Film-maker grant

## Interests

Music and writing are passions of mine. In 2006 I co-wrote and co-produced (with Steve Appel) the King Curly album, "Doomsday Piano". It garnered excellent reviews (though we were vexed by a three-star review in Rolling Stone - I'd have rathered they didn't review us at all than give us a piddling three star review) and then proceeded to rocket to the position of pop-cultural anonymity it currently occupies. Nonetheless, various influential personages continue to tell us how much they like it, and we plan to continue the collaboration...if only we could also find some way of also making it massively lucrative, well, that would be nice.

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## 4 people have recommended Daniel

"Dan is, without a doubt, an oasis of talent in a field populated by many who merely rely on tools rather than vision. Dan has an uncanny understanding of creative concepts that he can easily visualise and deliver results that are far above and beyond the call of duty. His title sequence for the TV series Erotic Star was astounding in its polish and delivery - all from an embarrassing brief on an even more embarrassing budget, Dan is an asset to anyone who needs a visionary with a solid grounding in the technical possibilities of his trade. It's not about whether something 'can' be done - it's really about narrowing down the wealth of options Dan effortlessly offers and delivers on time, every time."

— **Chris Murray**, was Daniel's client

"After working with Dan for a number of years, I can highly recommend him. Dan is conscientious, loyal, hardworking, and committed to his craft. If you get to see examples of his work, you will appreciate how creative he is. Dan is the sort of craftsman who can do it all. Illustration, animation, and highly inventive concept work."

— **Dave Timperley**, *Team Leader Video Graphics, Aristocrat Technologies*, managed Daniel at Aristocrat

"Daniel has a rare talent for style and innovation as well as a sense of humour that shines through everything he does. On top of that he is a nice guy to work with and always respectful and professional. In the years we worked together I don't remember anyone being anything but delighted with his work."

— **Helen Bucknall**, *Senior 3D Animator, Aristocrat Technologies*, worked directly with Daniel at Aristocrat

"From graphic design to 3D animation and everything in between, Daniel's work is unique in its complexity and attention to detail, and in the way it can simultaneously surprise and generate amusement. During the two years I worked at Chaos Music, there were many occasions when he was given a brief outline by the marketing manager and expected to fill in the gaps. He always surpassed expectation. Blessed with a dry wit and an eloquent turn of phrase, Daniel, his work and his ethic are first class. I can recommend him without hesitation."

— **Matthew Nelson**, *Content Manager, Chaos Music*, worked directly with Daniel at ChaosMusic

[Contact Daniel on LinkedIn](#)