

Eric Hanson

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Apr 97 - Mar 99: Walt Disney Feature Animation

- Digital Supervisor- Lead Visual Development Artist for “Interstitials” segment of “*Fantasia 2000*”. Concept and design development of digital and live-action orchestra set. Worked closely with director Don Hahn. Use of Alias PA.
- Senior Technical Director- Technical Director and Visual Development Artist for “*Atlantis*”. Concept and design development of cityscape and other CG backgrounds and elements. Use of Maya.

Mar 96 - Mar 97: Digital Domain

- Senior Digital Artist - Supervising artist for digital cityscape elements on “*Fifth Element*”. Responsible for design and production of digital cityscape portraying futuristic Manhattan. Worked closely w/ Mark Stetson. Use of Alias PA, Prisms, Track, Moco/ Kuper, Nuke.

Education

1986: Bachelor of Architecture, University of Texas/ Austin.

Five year professional program with concentration on design, computer graphics.

Awards

1995: Honorable Mention, 1995 Computer Deliniation Awards, Architectural Record.

1993: Best of Show, First Place, and Second Place Architectural Animation / 1993 Intergraph International Computer Graphics Competition.

1992: First Place, Second Place Architectural Animation / 1992 Intergraph International Computer Graphics Competition.

1991: First Place Architectural Animation / 1991 Intergraph International Computer Graphics Competition.

Teaching

2002 - present: Adjunct Professor, USC School of Cinema-TV, “*Introduction to Visual Effects*”.

2002 - present: Adjunct Professor, USC School of Cinema-TV, “*Creative Visual Effects*”.

2002 - present: Adjunct Professor, USC School of Cinema-TV, “*Visual Effects & Story*”.

1997 - present: Instructor, “*Digital Sets for Visual Effects*”, Gnomon.

2006: Speaker/ Co-Organizer, NFU Digital Sets Conference featured speaker, Oslo, Norway.

2005: Speaker, Syntesis School featured speaker, San Sebastian, Spain.

2004: Speaker, 3D Festival, Copenhagen, Denmark.

2001: Speaker, Art Center’s “*DigitalDesigners@Work*” series.

1999: Speaker, WAO School featured speaker, Tokyo, Japan.

1999: Speaker, SIGGRAPH 99, “*Creating 3D Animation*”.

1999: Speaker, 1999 AIA National Convention.

1996-1999: Instructor, Silicon Studios LA.

Publication

2007: *Daylight and Architecture* Periodical, Author, “*Light Simulacra in Film*”.

2005: *Digital Sets* DVD series, Author, Gnomon Workshop.

2005: *Expose 3*, Juror, Ballistic Publishing.

2004: *Maya 6 Killer Tips*, Author, New Riders Publishers.

2003: *Maya 5 Killer Tips*, Author, New Riders Publishers.

2002: *The Best of 3D Graphics*, image inclusion, Rockport Publishers.

1999: *Architecture and Film II*, A&D, author of chapter, “*Digital Fiction: New Realism in Film Architecture*”.

1996: *The Best New Animation Design*, image inclusion, Rockport Publishers.