

Li Wan Digital Matte Painter

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Software:

Primary: Photoshop and Maya

Secondary: Nuke, After Effects, Zbrush, SpeedTree, Vue, World Machine, Mari, Cinema 4D, Premiere, Clarisse, Vray, Mental Ray, Boujou and PFTrack

Professional Experience:

- 2021.02-2022.03 Matte Painter, Light Chaser Animation Studios, Beijing, China
Responsible for creating matte shots for animated feature films
- 2019.10-2020.01 Matte Painter, Phenom Films, Beijing, China
Responsible for creating matte shots for feature films, TV series and commercials
- 2018.02-2018.04 Matter Painter, Base FX, Beijing, China
Responsible for creating matte shots for feature films, using Clarisse to render, painting in Photoshop and setting up camera projection in Maya and Nuke
- 2016.02-2018.01 Matte Painter, More VFX, Beijing, China
Responsible for creating matte shots and concept design for films and commercials
Credits: "Love O2O", "One Night Only", "The Legend of Wu Kong", "Brotherhood of Blades", "The Monkey King 3: The Daughter's Kingdom", "Never Say Die"
- 2015.01-2016.01 Matte Painter, 3 plus Animation Production Ltd., Shenzhen, Guangdong, China
Responsible for creating matte shots for films
Credits: "The Mermaid", "The Deadly Reclaim", "Wuxin - The Monster Killer"
- 2014.10-2014.11 Matte Painting Intern, Filmworks/FX, Culver City, CA, USA
Responsible for creating matte shots for films
Credits: "Aztec Warrior", "Spare Parts", "Haunting Melissa 2 - Dark Hearts"
- 2010.03-2010.05 Graphic Assistant, Hunan Golden Eagle Cartoon TV Channel, Changsha, Hunan, China
Responsible for creating graphics for TV programs
- 2008.12-2009.01 Graphic Assistant, ARUDE Magazine, New York, NY, USA
Responsible for creating graphics for the magazine
- 2006.09-2006.12 Gallery Assistant, Art Dept., Claremont Graduate University, Claremont, CA, USA
Responsible for installing and deinstalling art exhibits

Education:

- 2012.05-2014.06 Gnomon School of Visual Effects, Digital Production for Entertainment, 3D Generalist, Hollywood, CA, USA
- 2008.08-2011.05 Master of Fine Arts in Design and Technology, Parsons the New School for Design, New York, NY, USA
- 2006.01-2007.12 Master of Fine Arts in Painting and Installation, Claremont Graduate University, Claremont, California, USA
- 2001.09-2005.06 Bachelor of Fine Arts in Studio Art, Fine Arts College of Hunan Normal University, Changsha, Hunan, China

Grants and Awards:

- 2014 Photoreal Matte Painting Part 1 on CGSociety with David Luong, 2nd Place of Top 6 Matte Painting
- 2014 Gnomon Winter 2014“Best of Term”Matte Painting
- 2008 Parsons CDT department fellowship
- 2007 Art Fellowship, Claremont Graduate University
- 2004 Second Prize of Li Zijian Special Scholarship