

SEAN ECKOLS
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PRODUCTION DESIGN, ART DIRECTION, VISUAL DEVELOPMENT

SONY PICTURES ANIMATION - Culver City, CA. 2012 - Present.

THE STAR

Art Director, Visual Development.

VARIOUS PROJECTS

Production Design, Visual Development.

SURF'S UP 2 - WAVEMANIA

Design, Visual Development

OPEN SEASON 4

Production Designer.

SMURFS THE LOST VILLAGE

Visual Development.

CLOUDY WITH A CHANCE OF MEATBALLS 2

Visual Development.

THE LEGEND OF SMURFY HOLLOW

Production Designer - Art Director.

DREAMWORKS ANIMATION - Glendale, CA. 2008 - 2012.

VARIOUS DEVELOPMENT PROJECTS

Concept, Design and Visual Development.

KUNG FU PANDA 2

Visual Development, Design.

KUNG FU PANDA - SECRETS OF THE MASTERS

KUNG FU PANDA - SECRETS OF THE SCROLLS

KUNG FU PANDA - SECRETS OF THE FURIOUS FIVE

Visual Development, Design, Backgrounds.

KUNG FU PANDA HOLIDAY SPECIAL

Visual Development, Design, Backgrounds.

MERRY MADAGASCAR

Visual Development, Design.

SECRET PLAN STUDIOS - Glendale, CA 2012.

Concept, Design and Art Direction for animated television commercial. Rotoloni Regina (client).

DUNCAN STUDIO - Pasadena, CA. 2007 - 2008. Various projects.

Visual Development, Look Development, Lighting and Compositing.

9 LLC - Pasadena, CA. 2007.

9 - Feature Film.

Visual Development, Design.

GNOMON SCHOOL OF VISUAL EFFECTS - Hollywood, CA. 2007.

Instructor, Lighting and Rendering in Maya.

THE HENSON COMPANY - Hollywood, CA. 2007.

TJ Bearytales

Lighting and Compositing, Generalist.

WALT DISNEY FEATURE ANIMATION - Burbank, CA. 1997 - 2007:

JOE JUMP (released as Wreck it Ralph).

Visual Development.

AMERICAN DOG (released as Bolt).

Visual Development.

MEET THE ROBINSON'S

Lighting and Compositing.

CHICKEN LITTLE

Visual Development, Look Development, Lighting and Compositing.

TREASURE PLANET

Visual Development, Look Development, Lighting and Compositing.

TARZAN

Look Development, Lighting TD, 2D and 3D Backgrounds.

3DJOE - San Francisco, CA. 1997.

Design and creation: 3D environments, textures, lighting and animation for educational cdrom title.

BLAM Gaming Development - San Francisco, CA. 1996-1997.

3D environments, characters and textures for 3D games.

ILLUSIONS GAMING - Sausalito CA. 1995-1996.

2D and 3D animation, modeling and texture map painting.

EDUCATION

Bachelors in Fine Arts - Academy of Art College, San Francisco. Sculpture and Illustration, December 1994. Deans Honor List.

James Sanford Memorial Scholarship Award - San Francisco Society of Illustrators. 1992.

Studio assistant /apprentice to Milton Hebald Sculptor. Rome, Italy. 1992-1993.

Associates in Arts - College Of San Mateo. Commercial Art and Illustration, June 1989.
Deans Honor List.

COMPUTER SKILLS

Painting: Photoshop, Painter.

3D: Maya, Shake, BodyPaint3D, MentalRay, Renderman ...

LANGUAGES

Fluency in Spanish and Italian.

ADDITIONAL PROFESSIONAL EXPERIENCE

DRAWING AND SCULPTURE INSTRUCTOR

I have taught Drawing and Sculpture in professional and academic environments as well as Digital Media (photoshop, maya, proprietary paint systems) in the past.

SCULPTURE, DRAWING AND PAINTING - Los Angeles Area, 1997 - current.
Studio Work. Currently showing at "Tirage Art Gallery" in Pasadena.