

Eric Urquhart

Art Director | Production Designer | Environment Artist

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Professional Summary

Versatile Art Director and Environment Artist with over 15 years of experience in feature animation and visual effects for major studios including DreamWorks, Netflix, and Blue Sky. Specializes in Matte Painting, 2D/3D Environment Creation, and Concept Art across hyper-stylized stop-motion, CG animation, and live-action projects. Proven track record of guiding shot direction and crafting iconic visual assets.

Technical Skills

- **Software:** Nuke, Houdini, Maya, Blender, After Effects, Photoshop
- **Core Competencies:** Digital Matte Painting, 3D/2D Environment Creation, Concept Art, Compositing, 2D Line Art Layout, Art Direction & Lead Management

Experience

DreamWorks Animation | Digimatte Artist

April 2022 – September 2026

- Designed and executed 2D, 3D, and composited environments for major animated feature films.
- **Key Projects:** *Shrek 5, The Wild Robot, Kung Fu Panda 4, The Bad Guys 2, Trolls Band Together, Ruby Gillman: Teenage Kraken, Forgotten Island.*

Warner Bros. Animation | 2D Layout Artist

December 2021 – April 2022

- Developed key 2D layout line art to define shot compositions and visual staging.
- **Key Projects:** *The Day The Earth Blew Up.*

Netflix Animation | Lead Matte Painter

April 2021 – April 2022

- Led the matte painting department to deliver hyper-stylized environment assets for feature stop-motion production.
- Managed artist workflows and ensured cohesive artistic style across all environment assets.
- **Key Projects:** *Wendell & Wild.*

Blue Sky Studios | Set Extension Artist

September 2015 – April 2021

- Built background environments and extended sets using advanced 2D/3D modeling and compositing techniques.
- **Key Projects:** *Spies in Disguise, Ferdinand, Ice Age: Collision Course, Scrat Tales.*

Reel FX | Matte Painter & Concept Artist

September 2013 – September 2015

- Created digital matte paintings and environment concept art to establish atmospheric tone and direction for animated features.
- **Key Projects:** *The Book of Life, Rock Dog.*

Rhythm & Hues | Matte Painter & Concept Artist

January 2012 – April 2013

- Authored high-end matte paintings and concept pieces to guide look-development and shot direction on high-budget live-action films.
- **Key Projects:** *Life of Pi, Snow White and the Huntsman, R.I.P.D., Percy Jackson: Sea of Monsters.*

Walt Disney Imagineering | Illustrator

August 2011 – March 2012

- Designed theme park environment graphics and key architectural assets.
- **Key Achievement:** Created the iconic Cars Land Entry Sign design for Disney California Adventure.