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3D modeling/animation  
architectural design/visualization  
technical writing  
graphic design  
fine art acrylic painting

Still samples and reel are at [www.virtualacreage.com](http://www.virtualacreage.com)

### **Current Position:**

Art Lead, 3D Modeling/Texturing of landmarks around the world at ClickBOOM, LLC in South Beach, FL

### **Work History**

June 2007 – Nov. 2007: Visualization Specialist, Design Continuum, W. Newton, MA

Complete modeling, texturing and lighting of large-scale 3D architectural models using 3ds max and V-Ray. Clients include Sprint, American Express and Spence Diamonds.

2000- present: Freelance Architectural Visualization/Design Team Member, Pizzulli Assoc, Santa Monica, CA

Modeling, texturing and lighting of dozens of commercial and residential architectural projects using 3ds max and V-Ray.

Sep. 1999 - Oct. 2002: Art Director, Illusion Inc., Van Nuys, CA

Art Direction and Creative Lead on *Mega JumpZone* virtual reality thrill ride project. Conceptualized and designed in-game 3D elements and set/installation. Managed two artists and sub-contractors. Design and production of 15 min. video describing the company and its products. Performed all creation of 3D elements, all compositing and editing. Facility and conceptual design for *V-Arm* dark ride system. Complete production of animation and presentation materials. Conception and design of realtime arcade redemption game, *Rascal to the Rescue*. Conception, storyline, character development, direction and editing of cut-scene animation. Complete art asset production (realtime and pre-rendered) of 3D animated cartoon characters and complete scenics in 3D Studio MAX R3, Character Studio R2.2 and combustion R1. Direction and production on various trade magazine ads, building signage, and displays. Complete control of video production for trade shows and sales promotion. Responsible for all art assets for motion base simulator rides *Jumpzone* and *SpeedSports* (NASCAR and Indy modules). Includes complete rebuild of all *SpeedSports* modules. Developed Web-based pre-visualization tool for the *Al Faisaliah Reception Center* owned by the Saudi royal family in Riyadh, Saudi Arabia. Responsible for all art assets (3D and 2D), system design and implementation in Dreamweaver-based (DHTML) web format.

Mar. 2001 - Sep. 2002: 3ds max and Visual FX Instructor, DH Institute of Media Arts, Santa Monica, CA.

Preparation of curriculum and instruction for 6 month VFX class and for 30 hour 3ds max 4 basics, intermediate, and advanced classes.

Aug. 1998 - Sep. 1999: Artist/Editor, V-Star, Canoga Park, CA

Production art, interface design, and technical writing for *V-Star* synthetic actor product. HTML based Help system and complete documentation (manual and tutorials) for VSEdit and VocalShop.

### **Published Writing Credits:**

Art Direction, Illustration, Editor for the book *Natural Vision Enhancement* by Doreen Cott. Complete layout in Adobe InDesign, Photoshop and Illustrator. Creation and management of Qi-West.com website in Adobe Dreamweaver. Complete media for Qi-West.com, including logo design, flyers, brochures, signage and cards.

3 chapters on Rendering, Advanced Rendering, and Video Post/Compositing for *Inside 3ds max 7*,  
New Riders, publishers

6 CD set of 3ds max video tutorials, Software Video Co.

2 Chapters on 3D Studio MAX R4, Discreet Courseware

3 Chapters on Character Studio R3, Discreet Courseware

1 Chapter on applying Character Studio R2.2 for gaming, Discreet Courseware

1 Chapter for *Inside 3ds max 4*, New Riders, publishers.

3 Chapters for *Inside 3D Studio MAX 3*, New Riders, publishers.

5 Chapters on Modeling for *Inside 3D Studio MAX 2*, New Riders, publishers.

Feature review of 3d Studio MAX, Release 2 for Digital Video Magazine.

*Building the Killer VRML site* feature how-to for 3D Design magazine.

*SGI 3D Modelers* spotlight, SGI Octane review, *Jamming 30 Layers Into The Same Space*

feature article on the making of Space Jam, *MAX to the Max* feature article on

3DSMAX plugins, *Rendering Realities* feature article on external rendering programs,

Pandemonium 2.0 how-to feature article

Software reviews of Sculptor NT, Painter, GIG 3DGO, Vertigo, VistaPro Mac,  
Scenery Animator, HyperCard, SuperCard, Authorware Pro, MacroMind Director,  
and Virtus Walkthrough Pro for Digital Video magazine.

Software review of Kinetix' Hyperwire for Digital Magic magazine.

"How to" character animation article on Yost's SKIN.AXP external for 3DStudio for Planet Studio.

Feature article *Video as a Tool for Science* for InMotion magazine.

Software reviews of Paracomp's SwivelArt and Swivel 3D Professional, Pixar's MacRenderMan,

Letraset's ColorStudio, Ray Dream's Ray Dreams Designer, and Specular's Infini-D for MacUser magazine.

Art Director for Southern California Bride magazine.