

DAVID MICHAEL FRIEND

art director & illustrator

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EXPERIENCE

Freelance Artist [1996-present]

art director Directed animation and puppetry projects for both film and TV for such clients as *SpeakeasyFX*, *DraftFCB*, *Sesame Workshop*, *Flickerlab* and *Space Racers*.

illustrator For print, illustrated children's books, graphic novels and on-line storybooks for such companies as *Sesame Street*, *Simon & Schuster* and *Mondo Publishing*. Also created promotional posters for stage, music, film and events including the *New York Village Halloween Parade* and *BBQFilms*.

For film and TV, illustrated on-air and pre-production content for such companies as *Colbert Report*, *Saturday Night Live*, *Old Navy*, *RSA Films*, *DraftFCB*, *The Jim Henson Company*, *Sesame Workshop*, *Baron & Baron*, *The Artists Company*, *Department of Film*, *Loyal Kaspar*, *Edgeworx Studios*, *Hornet*, *Flickerlab* and *70/30 Productions*.

animator Worked in both traditional (hand drawn) and digital mediums (Photoshop and After Effects) to create animations for commercials, film, websites and TV for such companies as *Marvel Entertainment*, *Sesame Workshop*, *Hallmark*, and *Long Island Child Prevention Services*.

Space Racers [2012-2013]

art director and production designer Art directed the children's CG animated television show *Space Racers* (50 - 12 minute episodes). Generated turnarounds and style sheets for characters, costumes, props and environments to instruct overseas animation studios. Communicated with CG artists and designers to insure assets were on model and cohesive throughout the season. Illustrated texture maps for models and digitally hand painted background plates for CG environments.

SpeakeasyFX [2008-2011]

art director and production designer Art directed three seasons (26 - 8 minute episodes) of the children's CG animated television show *Abby's Flying Fairy School*. Generated turnarounds and style sheets for characters, costumes, props and environments to instruct CG artists in modeling. Communicated with CG artists and a team of designers to insure assets were on model and cohesive throughout the season. Illustrated texture maps for models and digitally hand painted background plates for CG environments. Designed interactive interfaces for corresponding web games

Flickerlab [2004-2011]

**art director
and production
illustrator** Pre-production and post-production work (character designs, layout, compositing) for such end clients as *Ford*, *St. Joseph's Medical Center*, *Michael Moore*, *AMC*, and *St. Mary's Medical Center*. Background artist on animations for *Tide*, *The Colbert Report*, *American Legacy* and *Comedy Central*.

Moonfishing [2006-2010]

**director
and designer** Created and directed a 12 minute puppet short for Heather Henson's *Handmade Puppet Dreams* series; overseeing a team of animators, composers, designers, builders, film crew and actors.

Possible Worlds [2001-2005]

**art and
animation
director** Art and animation director for a multi-media, experimental production company using both traditional and digital mediums (including the real-time animation system, *Kabuki*) for such companies as *Sesame Workshop*, *Hallmark* and *MTV*.

Curious Pictures [1996-2005]

**freelance
production
illustrator** Illustrated concept designs, character designs, storyboards, background plates, on-air props and other various visuals on broadcast projects for such end clients as *Virgin Slims*, *Disney*, *Mattel*, *Reeses*, *Dove* and *Miller Lite*.

Nearlife, Inc. [1997-1999]

**illustrator
and animator** Illustrated and designed for interactive museum and web installations, including characters, environments and user interfaces.

SKILLS

Computer Adobe Photoshop, Adobe After Effects, Adobe Illustrator, HTML, CSS, inDesign

Other Sculptor and Puppeteer

Friend has given lectures about puppetry and film at Rhode Island School of Design, New York University, Parsons School of Design and Dragon*con (Atlanta, GA)

EDUCATION

**Parsons School
of Design** [1994-1998] Illustration Major, BFA

**School of
Visual Arts** [1997] Stop Motion Animation Class