Kelly McGraw

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Visual Development Artist - Color Key Artist - CGI Illustrator - Background Painter OBJECTIVE

To be a part of a team interested in the exploration of environments, materials, and surfaces for film. In both 2d and 3d mediums. Exploration and experimentation with color and light, utilizing my traditional aesthetics, along with current software and technology to create places, people, and things not seen before.

PROFESSIONAL EXPERIENCE

NICKELODEON 2016

SpongeBob SquarePants Television Series - Background Painting

PARAMOUNT PICTURES 2015

The SpongeBob SquarePants Movie - Background Painting

SONY IMAGEWORKS 2009-2012

Cloudy With A Chance Of Meatballs 2 - Texturing

Oz: The Great and Powerful - Texturing

Arthur Christmas - Texturing, Matte Painting, Paint Overs

WALT DISNEY FEATURE ANIMATION 1995 -2009

Princess and the Frog - Visual Development, Background Painting

Bolt - Character Painter, Color Key Models painted in 3D, Visual Development

Meet the Robinsons - Character Painter 2D & 3D, Visual Development

Joe Jump - Visual Development, Look Development

Chicken Little - Visual Development, Look Development

Traditional Features at Walt Disney

Home On the Range - Background Painting

Treasure Planet - Color Keys, Background Painting

Emperor's New Groove - Background Painting

Tarzan - Background Painting

Atlantis - Color Keys

Mulan - Background Painting

Hercules - Background Painting

Interest and Achievements

I also teach figure drawing at the California Art Institute, and continue exploring my fascination of light and space, with figure and landscape painting outdoors. I also enjoy hiking and mountain biking the trails of the California coast, and in the Santa Monica Mountains near my home.