

Contact

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Top Skills

Artistic Vision

Art Reviews

Artistic Direction

Nate Fredenburg

Art Director | 3D Artist
San Francisco Bay Area

Experience

Meta Reality Labs

3 years

Art Director - VR Art

September 2022 - Present (8 months)

Creating core user experiences at the system level.

3D Generalist - VR Art

May 2020 - September 2022 (2 years 5 months)

Remote

Creating core user experiences at the system level.

TalentBurst, an Inc 5000 company

Artist at Adobe Systems

January 2020 - May 2020 (5 months)

San Jose, California, United States

Artist on the Photoshop Camera Team. Designed and created "Lenses" for realtime AR content creation.

Consultant/Contractor

September 2000 - January 2020 (19 years 5 months)

San Francisco Bay Area

- Consult with clients on creative strategies that fit tight production budgets.
- Generate concepts, pitch art, marketing material.
- Create assets for prototypes and properties.
- Clients have included: Adobe Systems, Treanor Brothers, Twisted Oak, 3rd Eye Studios, BoomTV, Phoenix One Games.

Alchemic Ltd.

Texture Supervisor / Art Director

October 2017 - June 2019 (1 year 9 months)

San Rafael, California

- Supervised and painted textures for hero level celebrities.
- Co-designed a cloud based texturing pipeline.

- Assisted with shader look development and asset rendering.
- Provided paintovers and look direction.
- Collaborated with model on likeness
- Developed original content and marketing strategies for clients.
- Directed branding of the company across print and web

Industrial Light & Magic

CG Artist

September 2016 - October 2016 (2 months)

River Studios

Art Director

June 2016 - August 2016 (3 months)

San Francisco Bay Area

- Created concept art for 360 film and real-time environments for VR experiences.
- From idea to final product, conceptualized experiences appropriate to the emerging format.

Tippett Studio

Art Director

October 2014 - June 2016 (1 year 9 months)

Returned to Tippett to Art Direct work on two Chinese projects - Dream of Anhui and League of gods.

Industrial Light & Magic

CG Artist

October 2013 - October 2014 (1 year 1 month)

- 3D painted and look developed hero characters and creatures for shot production.
- Created concept art and produced paintovers for character development.
- Consulted on proprietary fur and hair tool development.
- Established character template for satellite facilities.
- Quality controlled assets from satellite facilities.
- Worked on bidding test with small senior team.

Tippett Studio

11 years 2 months

Art Director

September 2007 - October 2013 (6 years 2 months)

- Feature films included: Cosmos, Twilight Saga, Ted, Mirror Mirror, Immortals, and Cats & Dogs II.
- Supervised teams of ~15 model and paint artists to achieve approved look.
- Oversaw look consistency through art, lighting, and compositing departments.
- Created key and concept art for over 20 movies for US and international markets.
- Responsible for hiring and maintaining a high performing team of ~15 employees for over 10 years.
- Collaborated with R&D on tool design and pipeline implementation.
- Directed work on branding and marketing projects with Universal, Warner Bros, Broad Green and Amgen

Lead CG Painter

September 2002 - September 2007 (5 years 1 month)

- Texture painted: Matrix Revolutions, Constantine, Charlotte's Web, Enchanted, and The Spiderwick Chronicles.
- Painted texture maps and did look development for CG models.
- Groomed and shaded fur hero level characters.
- Trained and tasked paint crew.
- Consulted on Art Department R&D.

Xulu Entertainment

Texture Artist

September 1999 - June 2003 (3 years 10 months)

Texture Painter and Generalist. Xulu Entertainment was a start-up venture that hoped to build themed family entertainment venues with real-time multiplayer games, some of which were run on two-person motion simulators.

Education

School of the Art Institute of Chicago

MFA, Printmaking

California College of the Arts

BFA, Printmaking