



Bernard Eral

Concepts • Illustration • Storyboard • 3D • Animation

About Me

As far as I can remember I loved art and creating something that people can enjoy. I am a Self Motivated, attention to detailed hard working, talented and team player. I have managed, lead and assisted on projects both small and large.

My main goal is to become part of a team that will work on projects that produces quality artwork within the budget while completing on schedule. I have worked on several types of projects, from Desktop Publishing, Web Design, TV Commercials and Video Games to Live concerts animation displays. My most memorable place of work would be at LucasFilm/Arts. I enjoyed the culture and the people there, To this day I still keep in touch with them and try to go to the yearly reunions when possible

EXPERIENCE

2013 - Present		Freelance Artist Concepts, Storyboarding, Visual Design, Illustration, Animation Work along with the Art Director, create visual designs, animations and prototypes
2008 - 2013		Media General / Blockdot LLC Art, Director, Lead Artist, Concept Artist Manage 3D Artist, mentor Junior Artist, create Style Guides, and Game Design Documents
2005 - 2008		United Developers / MumboJumbo LLC 3D Artist, Concept Artist, Lead Artist, Animation Create 3D models, environments, animation
1997 - 2005		LucasFilm / LucasArts Entertainment Company LLC 3D Artist Create 3D models, environments, props, character design

DUTIES



My duties include providing quality art and help complete project milestones. Help provide beta testing on all projects. Working with the creative director to maintain the overall look and feel of the products. The services I provide range from conceptual drawings, visual design and animations. Working with the Creative Director to create the visual designs, color schemes storyboards and animatics. As a 3D Artist, my duties include translate 2D drawing into 3D models (characters, environments, rigging, animation and props) and export them into various Game Engine and Digital Print Art. As an Animator, my duties include not only creating a wide range of walk, idle and action cycles. also help create cutscene animations and motion graphic renders for commercials and or web design.

EDUCATION



Academy Of Arts
San Francisco, CA

1993-1997

Bachelors Of Fine Arts Major : Illustration, Animation

SKILLS

Autodesk Maya	<div><div></div></div>
Autodesk 3DS Max	<div><div></div></div>
Autodesk Mudbox	<div><div></div></div>
Pixologic Z-Brush	<div><div></div></div>
Desktop Publishing	<div><div></div></div>

Adobe Creative CC	<div><div></div></div>
Web Design	<div><div></div></div>
Unity	<div><div></div></div>
Unreal Engine	<div><div></div></div>
Substance Painter	<div><div></div></div>