

Wm. Patrick Guyton

www.patrickguyton.com | patrick@patrickguyton.com | 714.222.8103

Work Experience:

2/2003 to Present BLACKBIRD AIRBRUSH STUDIO - Anaheim, California

Airbrush Illustrator / Designer / Fine Artist

Full service airbrush, design and fine art studio. Specializing in layout and design of custom motorcycle/automotive/boat/plane & off-road themes and graphics including 24 years of expertise in design, layout, airbrush rendering, Real Fire flames, illustration, pinstriping, traditional flames, scallops, tribal, all old school effects, leafs, hand lettering, etc. Servicing the world's top rate custom paint shops and builders. In house creation of instructional DVD's including video planning, editing using Adobe Premier Pro and After Effects, Package design; including outer sleeve, discs and advertising media.

8/2002 - 3/2003 Vineyard Middle School - Anaheim, Ca.

Art Teacher - 4th Grade

Taught various cartooning styles, cell design and painting, abstract art, spatial relationships, layout, design and color balancing.

5/1990 - 3/2003 Sign Mart - Orange, Ca.

Sign Designer / Illustrator

Image/advertising consulting.

Developed the concept, design and production of various art and signs.

Expertise in typography and many facets of signage production.

Including, but not limited to, font design, graphic design, airbrush rendering, hand lettering, vinyl application, lay-out, leafing, pinstriping, color matching, restoration.

4/2000 - 8/2000 Honeytree Productions - Yorba Linda, Ca.

Traditional Animator / Assistant Art Director

Presented the concept and design of over twenty cartoon characters and various themes.

Performed and directed all traditional animation.

Assisted in computer animation conducted on Mac and PC, utilizing Flash, Photoshop, Illustrator and Streamline in the development of Web cartoons for e-zine subscriptions.

10/1997 – 1/00 Looney Tunes/McKimson Productions - Anaheim, Ca.

Contract Artist / Background Artist for Robert McKimson

Background artist for Robert McKimson's character images.

Responsibilities include concept, design, layout and hand painting of Limited Edition Sports Lithograph background scenes as well as hand painting in the traditional style of Limited Edition Animation cells.

Other projects include hand painted backgrounds / hand painted animation cells for:

-King Features Syndicate Inc.

-Fleischer Studios, Inc.

-Hanna-Barbera Productions, Inc.

9/1997 – 1/00 Linda Jones Enterprises - Irvine, Ca

Contract artist / Background Artist for Chuck Jones

Background artist for Chuck Jones / Warner Bros.

Responsibilities include concept, design, layout and hand painting of Limited Edition Animation Art background scenes as well as hand painting in the traditional style of Limited Edition Animation cells.

Project Assistant to and instructed by legendary artist Maurice Nobel.

Other L.J.E. projects include hand painted backgrounds / hand painted animation cells for:

-Universal Studios Animation Art / Jay Ward Productions, Inc.

-Looney Tunes/McKimson Productions.

2/1994 - 10/1996 Trov USA, Inc. - Corona, Ca.

Assistant Art Director / Creative Assistant

Directed the concept and design of hundreds of Milk Cap (POG) game pieces.

Including characters, themes and sets. Mass media product design, advertising and promotional items including board games and comics.

Education:

Art Institute of Pittsburgh - US-PA-Pittsburgh

Associate Degree (AA) in Visual Communication

Studies of graphic and fine art disciplines, styles, methods and execution. Individual and group project interactions and design tasks. Art theory and history, Color theory, Design history.

In depth study of The Masters, Sculpture, Anatomy and life drawing, Abstract design, Architectural/Dimensional design.

New Horizons Computer Learning Center - US-CA-Santa Ana

Graphic Program Studied - Photoshop, Illustrator, Streamline, CoreIDRAW!,

QuarkXPress, PageMaker, InDesign, Flash, FrontPage, HTML, DreamWeaver, AfterEffects and Fireworks

Individually I'm currently using the Adobe Master Collection CS3 primarily PhotoShop, Illustrator, Premiere Pro, AfterEffects. I've over thirteen years experience with PhotoShop/Illustrator alone.

REFERENCES AVAILABLE UPON REQUEST