

Joe Travis

Visual Development Artist

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Portfolio: <https://joetravisart.com/>

About Me

I am a visual development artist who is interested in making stories come to life through paintings. I specialize in designing stylized environments and keyframes with a heavy emphasis on lighting, mood, and color. I enjoy working on team projects where I can collaborate and receive feedback to improve my designs.

Experience

Teacher's Assistant, Summer Intensive

Summer 2020, Summer 2021, Art Center College of Design

Assisted students in a 4 week intensive portfolio building class. I mainly helped by giving critiques regarding shape language, color, composition, and lighting to students.

Visual Development Artist

"Hungry Daughters of Starving Mothers" Animatic Short 2022

Helped develop an animatic short based on an existing short story. My roles in the project included.

- Designed orthographics for interiors.
- Painted backgrounds, props, and color scripts.
- Edited and composited using Adobe After Effects and Premiere

Matte Painter

"Tall Wall" Animated Short Film 2024

- Painted interior and exterior backgrounds for a CG production.
- Painted over provided 3D base.

Teacher's Assistant, Designing With Light And Color

September 2022 -Present, Art Center College of Design

Assisted the professor by giving feedback to students. Critiques focused around the use of lighting and color and how it affected storytelling and how to better use it to convey moods and emotions.

Teacher, Art Center Summer Intensive

July 2023 -August 2023, Art Center College of Design

Led students through a four week program where we helped them develop their personal projects and stories through daily critiques, brainstorm sessions, and design lectures.

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Education

Art Center College Of Design

Entertainment Design, Concept Track

September 2020-Current