



GRANT REGAN

Concept Artist, Matte Painter, Storyboard & Animatics Artist, Illustrator, Ideas Guy

I am a concept artist, matte-painter, storyboard artist, key-frame artist, illustrator, visualiser, retoucher & one-time art director with a proven track record & over 16 years professional experience in Australia and internationally in the fields of previsualisation & post-production for Feature film, Animation, TV commercials, AR & VR, Themed Entertainment & Video-games. I'm versatile with the tools that I employ & I'm adaptable in the style & medium that I use to complete a task.

Services

- Concept design in 2D & 3D including architecture, interiors, environments, elevations, character, creature, vehicles, turn-arounds & props
- Previs including key-frames, storyboards & animatics
- Matte painting in 2 and 2.5D, backgrounds & projections
- Illustration in digital & natural media
- Photo retouching
- Art direction services

Relevant Tools

Photoshop



Illustrator



Blender



3D Coat



Substance Painter



Substance Designer



Smith Micro Moho



ZBrush



Nuke



Mari



After Effects



Other software includes Sketch Up, Modo, World Machine, Moments of Inspiration, DaVinci Resolve, Krita, Affinity Photo, Affinity Designer, Affinity Publisher (beta), Clip Studio



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Select Clients & Responsibilities

Nanopixel bvba // Belgium

Storyboards & Animatics for VR Presentations

KCC bvba // Belgium

Visualisations for Interiors, Exteriors, Elevations & Character design for Themed Entertainment with projects in France, Turkey, China, UAE & Saudi Arabia

Passion Pictures // UK

Matte Paintings for Animated TVC

Ink Project // Australia

Matte Paintings for Game Intro

StartVR // Australia

Concept Art & Previsualisation for VR Episodic Content

Paradox Film & Superrune AS // Norway

Matte Paintings for Feature Film

ReRoll & Phenom Games // China

Promo Illustration & Concept Art for VR Game

Storm Studios AS // Norway

Previsualisation for Animated TVC

Qvisten Animation AS // Norway

Matte Paintings, Concept Art & Storyboards and Key-frames for Feature Films, 3D & Stop-Frame Animations & TVC

Gimpville AS // Norway

Matte Paintings for Feature Films & TVC

Cappelen Damm AS // Norway

Book Covers for Teenage Fiction

Funcom AS // Norway

Concept Art, Previsualisation, Textures & Art Direction for AAA-title Games

Perception & MicroForte // Australia

Concept Art for Games

Anti Design AS // Norway

Illustration & Previsualisation for Promotional Material

Filmeography

Kongens Nei

Matte Painter for Academy-Award nominated Live-Action Historical Drama Feature Film // Paradox AS & Nordisk Film, Egmont AS, Oslo, 2016

Knutsen og Ludvigsen og den Fæle Rasputin

Concept Artist for 3D Animated Feature Film // Torden Film AS & Qvisten Animation AS, Oslo, 2015

Solan og Ludvig – Herfra til Flåkløya

Concept Artist and Matte painter for Stop-Frame Feature Film // Maipo Film AS & Qvisten Animation AS, Oslo, 2015

Solan og Ludvig – Jul i Flåkløya

Matte Painter for Stop-Frame Feature Film // Maipo Film AS & Qvisten Animation AS, Oslo 2013

Reisen til Julestjernen

Matte Painter for Live-Action Fantasy Feature Film (uncredited) // Moskus AS & GimpVille AS, Oslo, 2012

Kon-Tiki

Matte Painter for Academy Award & Golden Globe-nominated Live-Action Historical Drama Feature Film // Nordisk Film, Egmont AS & GimpVille AS, Oslo, 2012

Gameography

Age of Conan – Rise of the Godslayer

Concept Artist & Assistant Art-Director for the expansion pack for Age of Conan – Hyborian Adventures MMORPG // Eidos Interactive & Funcom AS, Oslo, 2011

Age of Conan – Hyborian Adventures

Concept Artist, Assistant Art-Director, Team Manager, Texture & Environment Artist for a AAA MMORPG title // Eidos Interactive & Funcom AS, Oslo, 2008

Stargate SG-1 – The Alliance & Citizen Zero

Concept Artist for an unshipped squad-based 1st-Person shooter and 3rd-Person squad-based MMORPG // Perception & MicroFort, Sydney, 2003-2005