

Freelance Illustrator

Colby Bluth
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Experience

2016 **Sublevel**, Venice, CA
Illustrated an ABCs of investing book.

2016 **Hulu**, Santa Monica, CA
Ten digital portraits created in an 8-bit video game style.

2012 **Media Art Lab**, Marina Del Rey, CA
Concept art for an Apple iPad commercial.

2011 **Jib Jab Media**, Venice, CA
Animatics and 2D animation for a line of animated birthday ecards.

2011 **Famous Frames**, Culver City, CA
Animatics for a Burger King commercial.

2010 **Zeno Group**, Santa Monica, CA
Pitchboards involving the Shrek properties.

2008-2010 **Asylum FX**, Santa Monica, CA

The Sorcerer's Apprentice feature film - Various traditional illustrations for a magical book used in the film.

Samsung "Graphic Artist" commercial - Storyboarded all the comic book sections.

Prince of Persia feature film - Illustrated 26 gouache paintings used for the main map in the film.

Bedtime Stories feature film- Illustrated 19 gouache paintings in a variety of children's book styles. These were used for the opening and closing title sequences.

2001-2009 **Aquarium of the Pacific**, Long Beach, CA
Created all the animation and characters for over twenty educational DVDs. I also have done hundreds of illustrations of various sea life and other things in both ink and gouache.

2008-2009 **MZ Projects**, Yucaipa, CA
Designed and animated characters for the education website The Monkey Zone.com.

2005-2006 **Two Headed Monster**, Los Angeles, CA
Worked on a pitch project based around The Pussycat Dolls. I designed a character of one of the members and animated a walk cycle. I also did an animated version of the Pacific Life logo used for TV.

2002-2006 **Real Pie Media**, Hollywood, CA
Worked on various projects for Disney including all the animation and environments for the Aladdin Adventure game. I also designed characters and costumes for a paper doll game for the Lifetime channel's website.

2003 **Stronghold Group**, Beverly Hills, CA
Designed ten characters for an animated Christmas special.

2001 **Balloon Dog Studios**, Van Nuys, CA
Flash animation for a series of shows being pitched for TV.

1998-1999 **Disney T.V. Animation**, Burbank, CA
Clean up work and embellished the background layouts for "The Tigger Movie".

1999 **Hanaho Video Games**, Cerritos, CA
Designed the main character of Max Flattener for an arcade game.

1997 **Encore Video**, Hollywood, CA
Storyboards for a Princess Cruise promotional video.

1995-1996 **Fox Animation Studios**, Phoenix, AZ
Character inbetweening on "Anastasia".

Traditionally Animated Short Films

Meanwhile... (2004)
Running time 4:33
All artwork, story, and sound design

Festivals
New Orleans International Children's Film Festival 2008
San Diego International Children's Film Festival 2008
Fernie Mountain Film Festival 2008
San Francisco Bay Area Int'l Children's Film Festival 2008
Los Angeles International Children's Film Festival 2007
Kalamazoo Animation Festival International 2005
Comic-Con Int'l Independent Film Festival 2004

The Träun Trailer (2008)
Running time 2:33
All visual elements

Festivals
San Francisco Bay Area Int'l Children's Film Festival 2009
Los Angeles International Children's Film Festival 2008