

DIDIER KONINGS

DIRECTOR - DIGITAL MATTE PAINTING - CONCEPT ART

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www.didierkonings.com

EXPERIENCE:

Director | Present |

Director / Creator / Designer of an upcoming 20 minute sci-fi short film.

Lead Digital Matte Painter / Concept Artist | 2017 - 2020 | Aaron Sims Creative

(Untitled) - Concept Artist - *Wes Ball*, 20th Century Fox.

Mouse Guard - Concept Artist - *Designed key-scenes / mayor environment and set pieces*, director *Wes Ball*, 20th Century Fox.

Cowboy Bebop - Concept Artist - *Designed architecture / environments*, Netflix original.

The Tomorrow War - Concept Artist *Designed key-scenes / environments*, Director *Chris McKay*, Skydance Media.

Space Jam 2 - Concept Artist - *Character designs and key-scenes*, Director *Malcolm D. Lee*, Warner Bros.

Coming to America 2 - Concept Artist - *Environment / Architecture design*. Director *Craig Brewer*, Paramount Pictures.

Birds of Prey - Concept Artist - *Designed set extensions*, Director *Kathy Yan* - DC entertainment.

Call of the Wild - Concept Artist - *Various Key-scene art*, Director *Chris Sanders*, 20th Century Fox.

Raising Dion - Concept Artist - *Various Key-scene art*, *Netflix Original*.

Black Spruce - Concept Artist - *Various Key-scene art* for feature film.

Halloween Horror Nights Commercial - *Digital Matte Painter / VFX Compositor* - Aired t.v. commercial, Universal Studios.

Untitled EA / Dice game - Concept Artist - *Environment / Level designs*. Electronic Arts.

Tank - Concept Artist / *Digital Matte Painter* - *Various Key-scenes*, Original IP, Aaron Sims Creative.

Stranger Things - Concept Artist / *Digital Matte Painter* - *Environment designs*, The Duffer Brothers, Netflix Original.

Chaos Walking - Concept Artist - *Environments / Vehicles / Key-scenes*. Director *Doug Liman*, Lionsgate Films.

X men: Dark Phoenix - Concept Artist - *Designed Key-scenes and look of "The Phoenix"*, director *Simon Kinberg*, Marvel Entertainment.

Asura - *Digital Matte Painter / VFX Compositor / Concept Artist* - *Designed mayor environments / set pieces*, Zhenjian Film Studio.

Tomb Raider - *Digital Matte Painter* - *Designed set extension*, Director *Roar Uthaug*, Warner Bros.

Digital Matte Painter / Concept Artist | 2015 - 2016 | Aaron Sims Creative

Stephanie - *Digital Matte Painter / VFX Compositor* - *Full CG environment shots*, Akiva Goldsman, Blumhouse Productions.

Midnight Texas - *Digital Matte Painter / VFX Compositor* - *Environment designs, Matte Paintings*, Aired NBC show.

The Mist - *Digital Matte Painter / VFX Compositor* - *Multiple visual effect shots*, Aired Paramount Network Show.

The Conjuring 2 - *Digital Matte Painter / VFX Compositor* - *Many visual effect shots*, director *James Wan*, Warner Bros.

Rampage - *Concept Artist* - *Key-scenes for the look of the fight scenes*.

Wonder Woman - *Concept Artist* - *Environment design for Amazonian Island*, Mural painting, *Patty Jenkins*. Warner Bros.

A Wrinkle in Time - *Concept Artist* - *Environment and Creature designs*, *Ava DuVernay*, Walt Disney Studios.

The Architect - *Digital Matte Painter* - *Set Extensions, building replacement*. *Jonathan Parker*, Parker Film Company.

Lights Out - *Digital Matte Painter / Concept Artist* - *Set Extensions, Creature Visuals Effects*, *David F Sandberg*, New Line Cinema.

Production Designer / Visual Effects | 2015 | The Space Between Us 2015

Winner best film and foreign film - SciFi Film Festival

Intern Digital Matte Painter / Concept Artist | 2014 - 2015 | Aaron Sims Creative

Smash Star Track - *Digital Matte Painter / VFX Compositor* - *Many visual effects for Music Video*, DJ Smash.

Hidden - *Digital Matte Painter / VFX Compositor* - *Design, Visual Effects, and Set Extensions*, Duffer Brothers. Vertical Entertainment.

Pirates of the Caribbean Dead Men Tell No Tales - *Concept Artist* - *Character Designs for Salazar Crew*, Walt Disney Studios.

Director | 2009 - 2011 | Personal Project |

Director / Creator / Designer of the Feature Film "Boys in War"

INSTRUCTING:

San Diego ComicCon, Panelist | 2019 / Los Angeles ComicCon: Panelist | 2018 Monsterpalooza, Los Angeles: Panelist | 2019

Netherlands Film Academy AHK | Amsterdam: Various Workshops on Concept Arts and Digital Matte Painting | 2015 - 2018

Aaron Sims Creative | Los Angeles: Masterclass | Digital Matte Painting | 2018

Artstation Magazine: The Abandoned City | Online Matte Painting Tutorial | 2015

SKILLS:

Adobe Creative Suite, Keyshot, Nuke, Maya, 3DS Max, Speedtree Cinema, Zbrush, Mandlbulb 3D, Daz3D, Terragen, Eon Software Vue, PFTrack, Vray, Arnold, Embergen, Mocha, Davinci Resolve, Logic Pro X.

EDUCATION:

2011 - 2015

Netherlands Film Academy AHK | Amsterdam

Bachelor Degree - VFX

2007 - 2011

Graphic Lyceum Rotterdam | Rotterdam

Certificate MBO 4 - Animation