



Brian Long

Creative Lead, Motion & 3D · Director-Maker

Denver, Colorado
brian@brianlong.tv · 303 887-9346
brianlong.tv · LinkedIn

PROFILE

Creative direction grounded in hands-on motion, 3D and technical problem solving.

I am a senior creative lead with more than 15 years of experience turning complex products, systems and stories into clear visual work. I can find the direction, present the idea, build the team and production plan, then stay close to the craft in Cinema 4D and After Effects through animation, compositing and delivery.

CORE STRENGTHS

Creative direction and visual storytelling
Motion systems and graphics packages
3D product and technical visualization
Film graphics, maps and live screens
Teams, scopes, schedules and delivery
AI-assisted production tools and workflows

SELECTED PROOF

TECHNICAL CGI

SNC Freedom Fighter

Turned engineering CAD into five finished 4K launch shots under a compressed trade-show schedule.

PRODUCT SYSTEM

Bauer Hockey

Built high-fidelity product animation, feature stories and reusable launch assets across multiple equipment systems.

FILM GRAPHICS

The North Face

Longtime repeat partner across maps, technical graphics and story-driven films, including Lhotse and Trango.

EXPERIENTIAL

Rowdytown at Red Rocks

Co-developed the first projection-mapping treatment across the venue's signature rocks, returning for three years.

EXPERIENCE

Nifty Studio

DENVER, CO
NOV 2020 TO PRESENT

Founder & Executive Creative Director

Lead motion, 3D, product visualization, film graphics and technical storytelling from pitch through delivery while remaining hands-on when the work needs senior craft support.

- Set direction, present work, build specialist teams and own scopes, budgets, schedules, production risk and final quality.
- Build reusable scene, material, lighting, motion and review systems that improve consistency across formats.
- Use custom AI and Python-assisted tools to solve production problems while keeping creative judgment and final craft in human hands.

Independent

REMOTE
FEB 2017 TO PRESENT

Creative Director & Motion/3D Specialist

Embed in agency, studio, production-company and brand teams when a project needs specialist depth across motion, 3D, VFX, technical storytelling or event content.

- Translate early or incomplete direction into shot approaches, style frames, motion systems, production plans and finished work.
- Resolve creative and technical bottlenecks and carry difficult work through review, compositing and handoff.

Frost Motion

DENVER, CO
JAN 2018 TO JAN 2020

3D Artist / Motion Designer

Worked across 3D design, animation, compositing and technical R&D. Helped create and develop the original Voodoo Ranger character for New Belgium Brewing.



Experience & Craft

Leadership, systems and hands-on execution

brianlong.tv
brian@brianlong.tv

Spillt

DENVER, CO
JAN 2010 TO FEB 2017

Senior Motion Designer

Senior designer on a studio team that grew from four to twelve. Led motion and animation work, mentored designers and helped production habits mature as the studio scaled.

- Created motion graphics, 3D animation, brand systems, graphics packages and campaign content across broadcast and digital channels.
- Worked directly with creative directors, producers, designers and clients through review and delivery.

Ghost Pixel Visuals

DENVER, CO
JAN 2009 TO AUG 2016

Co-Founder & Creative Director

Co-founded a multidisciplinary collective spanning motion, 3D, music, lighting, live visuals and projection mapping.

- Directed live visuals for Big Gigantic, Flux Pavilion, Nosaj Thing, Michal Menert and other touring artists.
- Coordinated creative collaborators and technical show needs across animation, live playback, lighting and venue constraints.

SELECTED PROJECT RANGE

Netflix: American Murder

Screen and timeline graphics for a documentary story.

The Next Step: Seven Summits

Creative direction, 3D, animation and GIS cartography across a full documentary graphics package.

Blacoh Industries

Mechanism animation that makes invisible pressure and fluid behavior understandable.

CORE Electric

Motion and technical visualization for public-safety communication.

Leica Geosystems

Creative direction and 3D animation for precision-scanning product launches.

Atlanta Hawks

Perspective-built court projection animation designed around a live audience sweet spot.

TOOLS & WORKFLOW

Cinema 4D · Redshift · Octane · X-Particles · After Effects · Premiere Pro · Photoshop · Illustrator · QGIS · ACES/OCIO · Storyboards · Style frames · Camera animation · Look development · Lighting · Rendering · Compositing · Motion systems · Versioning · Review systems · Asset handoff · Python for Cinema 4D

EDUCATION

Bachelor of Arts, Visual Effects and Motion Graphics

The Art Institutes of Denver

Computer Science

University of Massachusetts Lowell, one year

SELECTED CLIENTS & PARTNERS

Amazon Web Services · Netflix · Nike · The North Face · Lionsgate · American Express · Ford · Cartoon Network / Adult Swim · Atlanta Hawks · Bauer Hockey · New Belgium Brewing · Leica Geosystems · BOA Technology · Sierra Nevada Corporation