CREATIVE PORFOLO

Daniel T. Ballard

CHARACTER DESIGNER | ANIMATOR | PUPPETEER | PRACTICAL F/X AND SCENIC ARTIST





ABOUT



Few creatures evade Daniel T. Ballard's interest or capacity to bring to life. With his expertise in puppetry, animation, fabrication, sculpture, and practical effects, Daniel creates compelling characters and scenic elements for live theatre, stop-motion animation, music videos, and theme parks.

Trained in the art and technique of sculpture at the University of South Alabama, Daniel has expanded his skill set over the years through collaborative partnerships with creature and f/x shops that produce the magic seen in Walt Disney World, Universal Orlando Resort, and Jim Henson Productions, to name a few. He brings a deep appreciation for organic movement, whimsical design, and immersive stories to his craft.





MY RESUME



EXPERIENCE



SKILLS

Fabrication Foam and latex construction Moldmaking Armature building Sewing Character design Scenic painting



RESUMÉ

PORTFOLIO

CONTACT

EDUCATION



Sculptor's Assistant

Assisted in the fabrication of scenic elements by mixing and applying epoxy formulations

Creature Designer (Independent)

Designed and built hand-and-rod puppets, creature suits, and minifigures for both private clients and theatre productions.

Puppet Designer, Hippodrome Theatre

Designed and built two characters, including a life-size reindeer puppet suit, for original play, The Snow Queen

Assistant Fabricator, ThemeWorks

Assisted in the fabrication and painting of set pieces for theme parks such as Walt Disney World and Ripley's Believe It or Not!





MY PORTFOLIO





Custom character design: clay sculpture next to fabricated face set in the foam-and-fur body of final puppet build



Custom set design: Stop-motion set for a music video for the band Green Jelly

RESUMÉ PORTFOLIO ABOUT ME CONTACT

SCULPTING AND CREATURE FABRICATION



Custom character design: Ghoulanoids mini-figures sculpted and cast in polyester resin



Custom character design: Stop-motion armature and set



Rancor family from Star Wars universe: Foam and latex construction of stop-motion armatures



Making a mold wall around the master before creating the mold



Sarlacc from Star Wars Universe: final stop-motion armature fabricated, engineered, and painted

MY PORTFOLIO







I begin with a master sculpture made from clay.



Next, I cast the puppet in latex and pour-in foam.

RESUMÉ PORTFOLIO ABOUT ME



Then, I make a mold wall with pegs.



CONTACT

Afterwards, I paint a plaster or Ultracal mold.



Finally, I add the fabric body and foam eyes!



MY PORTFOLIO



CHARACTER DESIGN



Eight-horned flying dragon



Kuo-toa

RESUMÉ PORTFOLIO ABOUT ME



Mothman





Creature from beyond...that likes brains



Flying serpent

DANIEL T. BALLARD

CONTACT



MY ACHEVENES



"Am I Awake" contest

Manatee puppet suit created for Rainbow Tiger Circus at Gainesville Downtown Festival and Art Show



- Competed in Jim Henson Creature Shop Challenge Live, 2018 at Dragon*Con
- Shortlisted for Jim Henson Creature Shop Challenge on SyFy network, 2015
- Collaborated on award-winning music video for They Might Be Giants 2014
- Worked in the shop of Heather Henson's company lbex Puppetry for 2014 Fringe production of "Flight: A Crane's Story," Orlando
- Instructed student puppeteers for Santa Fe College's production of "Voyage" Imaginaire" in 2015, theatre students at Hippodrome Theatre, 2016











CONTACT



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Mural painted at The Midnight bar, Gainesville, Florida

CONTACT RESUMÉ PORTFOLIO ABOUT ME

