

Daniel Walter Eaton

Curriculum Vitae

Personal Details

Email daniel@castledinmusic.com

Website www.danielcastledine.com

Education

- 2011 **M.F.A. California Institute of the Arts, dual degree in Music Composition/Experimental Sound Practices and Integrated Media**
Studied experimental sound design, scoring, interactive and generative audio systems, and performance.
- 2008 **B.M. University of Wisconsin, Stevens Point, Performance, Jazz Studies Emphasis**
Studied music performance with an emphasis on jazz and improvisation.

Teaching Experience

- 2018-Current **Adjunct Faculty, Columbia College Hollywood, Los Angeles, CA**
Scheduled to teach:
• Advanced Production Sound for Film
- 2014-Current **Adjunct Faculty, School of Audio Engineering (SAE), Los Angeles, CA**
Courses taught:
• Module 1 Fundamentals of Audio Production and Music Technology
• Module 4 Sound for Picture, Sound Design for Film, Surround Sound Mixing, Game Audio, and Live Sound Reinforcement
- 2013-15 **Full Time Faculty, Art Institute Inland Empire, San Bernardino, CA**
Courses taught:
• Sound for Film and Media
• Sound Design
• Audio Technology
• Digital Audio
• Special Topics (Interactive and multi-media project based class)
- 2011-13 **Adjunct Faculty, Art Institute Inland Empire, San Bernardino, CA**
Courses taught:
• Sound for Film and Media
• Sound Design
• Studio Recording
• Audio Technology

Selected Work Experience

- 2017-Current **Society (Production Company), Los Angeles, CA, <http://www.society.tv>**
Provide sound design, dialog editing and mixing for advertisements, PSA's, and director's cuts. Clients include Amazon, Recycling USA, Dairy Management Inc., Director, Sean Pecknold.
- 2017-Current **Mastering Engineer at Little Castle Mastering, Los Angeles, CA**
Work as an audio finisher and audio mastering engineer for musical releases, trailers, and various video content.
- 2006-Current **Freelance Composer and Sound Designer**
Work for private clients creating sound design, music, and audio editing for film, animations, and advertisements. See work Portfolio at (www.danielcastledine.com) or film credits below.

- 2014-17 **Performer at Zola Jesus Inc. Mute Records and Sacred Bones Recording Artist**
- 2016 US and World Tours
 - 2015 US and World Tours
 - 2014 US and World Tours
- 2010-11 **Kinoko Creative Inc.(Production Company), Los Angeles, CA**
Provide sound design, dialog editing and mixing for advertisements, PSA's, and director's cuts. Clients included Volvo, United Dental Association, and Stiner Brothers productions.
- 2009-13 **Performer at Cloud Eye Control**
A multi-media performance group led by Anna Oxygen, Miwa Matreyek, and Chi-wang Yang. Performed on trombone, laptop, and electronics for their original work "Under Polaris".
Performances:
- Santiago De Mil Theater Festival in Santiago Chile.2013
 - New Genre Festival at the Williams Theatre Performing Arts Center in Tulsa OK, 2011
 - Le Exit' Festival at the Maison de Arts in Paris France, 2010
 - New Original Works Festival at the Redcat Disney Hall in Los Angeles CA, 2010
- 2009-11 **Graduate Assistant in the Music Studios, California Institute of the Arts, Valencia, CA**
Worked maintaining the various music studios in the School of Music. Primarily worked in the Digital Recording Studio (b308) and the soldering lab (b303). Pre-requisite knowledge of Pro-Tools, basic signal chain operations, and recording /mixing techniques.
- 2009-11 **Composition Coordinator, California Institute of the Arts, Valencia, CA**
Organized weekly performance based events including: coordinating visiting artists stay, concert and performance promotion, organizing submission processes for various concert series, and creating event pages/web promotion for weekly concert and performance series of a wide variety.
- 2006-08 **Recording Technician, UW-Stevens Point, Stevens Point, WI**
Worked recording various student recitals and ensembles of various sizes and instrumentation. Also mixed/edited all recordings

Residencies/Clinics/Internships

- 2013 **"Interface and Improvisation" Clinic and Performance, Bob Cole Conservatory of Music, Cal State Long Beach, Long Beach, CA**
Lecture on performance practice involving interface and improvisation presented to the composition faculty and student body.
- 2013 **"Experimental Sound for Filmmakers" Lecture and Performance, Riverside Art Museum, Riverside, CA**
A two day workshop on experimental sound design for filmmakers including a lecture and a live audio visual performance utilizing the trombone as the control device for live video manipulation via laptop.
- 2010 **STEIM Residency, Amsterdam, Holland**
Two-week residency creating a custom USB performance interface for live instruments.
- 2008 **Internship, Saraswati Music Studios, Pobienna, Poland**
Three-month residency as a production intern and assistant engineer in a recording studio.

Film Credits

2017	“Help Me Help You” by CGRIBS animation collective	Additional sound design and audio mix, six animated shorts.
2017	“Heart Chakra” by Angela Stempal	Composer and sound design, animated short.
2017	“2017 SXSW Film Festival Bumpers” by Mathew Reynolds	Sound design, mixing, and composer, three animated shorts.
2016	“Conquest of the Universe or when Queens Collide” Play adaptation to film by Tyler Mathew Oyer	Sound design, music composition, and mixing, feature length.
2016	“Deer Flower” by Kangmin Kim	Composer, sound design, foley, and surround sound mix, animated short. Awards and Screenings 44th Annie Awards Nominee Best animated film / Aspen Shorfest 2016 Special Jury Mention / AFI FEST 2016 Best Animation Short / Melbourne International Film Festival
2016	“Jesper Baker” by Sean Pecknold	Sound design, foley, and audio mix, animated short.
2016	“Ornetica Hesse” by Sean Pecknold	Sound design, foley, and audio mix, animated short.
2016	“Lazy Daze” by Brian Smee	Additional music, sound design, and foley, animated short.
2015	“All That Is Melts Into Data” Film by Ryan Jeffery and Boaz Levin	Sound design, ADR, and audio mix. (www.alldatafilm.net), documentary.
2015	“Bottom Feeders” by Matt Reynolds	Sound design, foley, and audio mix, animated short. Awards and Screenings Animatricks Festival, 2015 - * WINNER, Best Intl' Animation SXSW, 2015 - Official Selection
2015	“The Amateur” directed by Carlton Sugerma	Sound design, dialog editing, and surround sound mix, feature length.
2014	“Agrabagrabah” by Calvin Frederick	Composer and sound design, short film.
2013	“Blueberry Cornelius” directed by Brian Smee	Composer, sound design, and foley, short film.
2012	“You go your way and I go crazy” by Friedrich Kunath	Audio mix, short film.
2012	“Rietokki” by Rami Kim	Composer, sound design, and audio mix, animated short.
2012	“The Killing of the Alaskan King Crab” by Niki Yang	Sound design and music, feature length.
2012	“Stranger in Blood” by Patrick Briggs	Composer, short film.

- 2011 **“38-39 Degrees Celsius”**
by Kangmin Kim Composer and sound design, animated short.
Awards and Screenings
2013 Best Animated Short/Ashland Independent Film Fest
2012 Best Short Animation / San Diego Asian Film Festival
2012 Sundance Film Festival
ANNECY International Animated Film Festival OTTAWA
International Animation Festival AFI
- 2011 **“The Gossip Collector”** by
Mina Park Sound design and music, short film.
- 2011 **“Bermuda”** by Calvin
Frederick Composer, animated short.
- 2011 **“Limitations”** by Jeanette
Bonds Composer, short experimental film.

Selected Multi-Media, Performance, and Installations

- 2017-18 **“Skanners”** Generative audio work for 4 channels, filtered field recordings, sine tones, delay pedal, and custom software. Developed to explore acoustic resonance with in different indoor environments. Performed at the Collective Arts Incubator Los Angeles, CA . This work is currently in performance phase
- 2014-15 **“Body Wave”** Compositional format for amplified instruments and multi-channel audio. Body Wave is a new composition format for amplified instrument (’s), objects, laptop, and multi- speaker array housing 4 to 12 channels. Inspired by the creation of artificial harmonics from acoustic instruments interwoven with sine tones. Performed at Art Share Wasteland Concert Series, Los Angeles, CA and at The Wulf Los Angeles, CA.
- 2013 **“Music for Two Cars and Passerby”** Multichannel sound piece for two car stereo systems. Performed at the LA Road Concerts Autry Overlook Los Angeles, CA.
- 2012 **“Miniature Caverns of the Face”** Taking Footage of peoples faces, the videos were processed with live video effects in conjunction with a musical composition. The performance consisted of an amplified double bass processed through a laptop output to four-channel audio. Performed live at the Machine Project, Los Angeles, CA .
- 2011 **“Confronting the Beast, A Dream Adventure”** Multi-Channel Audio Installation, Sculpture, and Video.
A generative audio and visual installation. 6 channel audio, video helmet, processed movies through Max/Msp/Jitter, randomized text, and puppet sculpture were the backbone of this installation exploring memory as a vehicle for viewing the self as cyborg. Installed at the California Institute of the Arts Valencia, CA.
- 2010-17 **“Grampus”** Co-founder of audio/visual improvisation based trio with Louis Lopez (trumpet, electronics) and Mike Lockwood (percussion).
Notable works:
“Bludge” album 2017
“Ilk Ilk” album 2011
“Tidal Writhe”, a 10-minute audio/visual structured improvisation for 7 networked laptops/projectors, trombone, trumpet, drum set, and live processed instruments. Performed at Calarts and Stanford University CEMEC festival.

Skills

- Software** Pro-Tools, Logic Pro, Reaper, Izotope RX 5-6, noise reduction software, Audio Ease, convolution processing/creation, Max/Msp/Jitter, Izotope Ozone 7-8, Audacity, Native Instruments, Dolby surcode and encoder software, 360 audio for virtual reality and 360 video using G'audio Suite, and Adobe Media Encoder.
- Creative** Sound design, audio recording, foley, and scoring. Synthesis, generative audio systems, multi-channel audio systems for installation and performance.
- Consoles** I can navigate most large and small format audio consoles but most of my experience has been on D-command, ICON, AVID S6, SSL Duality, C24, Toft, and SSL C series consoles.
- General** Deep knowledge of audio measurement systems for loudness LUFS, LKFS, and K-weighted. Acoustics and audio system calibration procedures. Encoding and deliverables for all video formats (DCP, Dolby Digital, DTS, AC3/AC4, B format ambisonic audio, 360 video, binaural audio)

Selected Discography

2018 “Feels” by Daniel Eaton, All Terrain Press record label, composer, and technical.

2017 “Bludge” by Grampus, self released, performer, composer, and technical.

2015 “Pantomimes” by Daniel Eaton, Signal Dreams record label, composer and technical.

2012 “Under Poloarís” by Cloud Eye Control/Anna Oxygen, self released, performer.

2011 “Ilk Ilk” by Grampus, pfMentum record label, performer, composer, and technical.

2011 “Peasant Funk” by Orkester’ Meze, performer.

2010 “Waltzes and Other Maladies” by Daniel Eaton, composer, performer, technical.

2007 “Strap Yourself Down” by Oh the Infamy, Performer, composer, and technical.

2004 “Hashlehub” Hypsync Records record label, performer.

For a complete list of all technical roles for mixing and mastering visit: www.danielcastledine.com

Affiliations/Memberships

2016-Current **Audio Engineering Society (AES) Full Member**

2009-Current **American Society of Composers, Authors, and Publishers (ASCAP) Writer/Publisher**