



## Armand Cabrera

Armand Cabrera was born in San Francisco. He recently moved to beautiful Northern Virginia where he enjoys the challenge of painting the 4 seasons. An award-winning, self-taught artist, Armand is a full time professional artist represented by galleries across the United States.

Armand has spent 2 decades as a successful production artist in the computer games and entertainment industry, creating conceptual designs, background art, and special effects animation and storyboarding. His clients include LucasFilm Games, Disney, Electronic Arts, Virgin Entertainment, Nickelodeon, Zynga, Microsoft and Paramount Pictures.

Armand has had numerous One-Man Exhibitions and his work is found in notable corporate and private collections around the world. He has been juried into the prestigious Laguna Plein Air Competition, Sonoma Plein Air, Plein Air Easton, California Art Club Gold Medal Exhibitions, Carmel Art Festival, Telluride Plein Air, Sonora Plein Air, International Museum of Contemporary Masters "Salon International", Napa Valley Museum, Rocky Mountain Plein Air, The Haggin Museum and many other national exhibitions. Armand has been honored with top awards at many of these shows.

Armand writes weekly informative articles about his painting process, the business of art and historical artists on his very popular blog. [ArtAndInfluence.blogspot.com](http://ArtAndInfluence.blogspot.com)  
He teaches studio, plein air & computer e-classes when his schedule permits.

Armand instructs how to simplify and organize the painting process.  
Seasoned painters learn how to solve advanced problems and perfect their technique.

Armand is often published in regional and internationally-known fine art publications. International Artist Magazine, American Art Collector, Art of the West, Art Business News, The Piedmont Virginian, Elan Magazine and Southwest Art Magazines have recognized Armand as one of the premier, contemporary painters in the country.

