

# Vanessa Pridgen | Stop-Motion Animator

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## **experience** Animator and Production Assistant, Four Winters, LLC

Portland, OR Jul 2015 - Current

Production assistant for a short stop-motion animated film still in the final phases of production, directed by Mark Smith.

**Tasks:** Animator of main characters and assets, After Effects previsualization. Initial camera setup; framing, exposure, focus. Preparing puppets for rigging. Setting up Dragonframe files, backing up shots, and creating a spreadsheet to keep track of the library of shots for the production.

## **Clay Fabricator, Lilliput Studio, LLC**

Portland, OR Jun 2015 - Jul 2015

Preparing clay assets for two stop-motion spots for Nike Tumblr. *Claymation - Crow Pose* and *Claymation - Tree Pose*. Directed by Teresa Drilling.

**Tasks:** Mixing colors for clay assets, and then cutting them into shapes. Sculpting and smoothing clay parts for replacement animation of a clay character moving and metamorphosing.

## **Animator, Bent Image Lab**

Portland, OR Jun 2012

Animator on the Lowe's Father's Day commercial *Table Top Tools*. Directed by Paul Harrod.

**Tasks:** Helped design a rigging setup for suspending an animated hose. Assisted in one shot that involved animating a full-size air compressor. Animated a nail-gun to shoot pre-rendered cgi nails

## **Animation Intern, Starburns Industries, Inc.**

Burbank, CA Nov 2010

Two weeks working on the stop motion television episode of NBC's Community: *Abed's Uncontrollable Christmas*. Directed by Duke Johnson with animation director Teresa Drilling.

**Tasks:** prop-making, puppet wrangling, puppet detailing, animation assisting, character animation, and animated effects.

## **Storyboard/Character Design, Aberle Films**

Battleground, WA            Aug 2004 – Jun 2006, Jul 2010, Nov 2012

Aberle Films is a television and motion picture production company that specializes in both computer and stop-motion animation.

**Tasks:** Art clean-up, character turnarounds and poses, storyboards. In 2010 I designed characters and creatures for a project pitch. In 2012 I modeled 3d digital assets; some props and one background bird character that I also textured.

## **Lead Animator/Lead Sculptor, The Art Institute of Portland**

Portland, OR            Jan - Oct 2010

*The Box Game* is a stop-motion production project at The Art Institute of Portland. Included in **Best of the NW Animation Festival 2011**.

**Tasks:** Animation scheduling, character animation, animator training, assigning shots, lighting and camera setup, character maquette sculpts, fabricating animatable hair, collaborating on design for face animation technology, set fabrication, texturing, painting, prop-making. In After Effects: compositing, rig-removal, and deflicker.

## **Animator, Happy Trails Animation**

Portland, OR            Sept 1997 – May 2005

Happy Trails Animation is a full-service animation studio with a reputation for creating independent, original work.

**Tasks:** 2D animation, ink and paint, track-reading for lip-sync, assisting in animation workshops for children.

**education** The Art Institute of Portland, BFA – Media Arts and Animation  
Graduated: June 17, 2011  
Minneapolis College of Art and Design, Fall 1999 – Fall 2000

**computer skills** Photoshop, Maya, Blender, Dragonframe, After Effects, Premiere, Flash, Windows and Mac.