

Vanessa Pridgen | Stop-Motion Animator

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experience Animator and Production Coordinator, Four Winters Films

Portland, OR Jul 2015 - Current

Animator and Production Coordinator for the short stop-motion animated film *Two Balloons*, 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 and backing up footage. Post-production compositing including de-rigging, cleanup, and VFX.

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, Toon Boom.