

# Animator

## Chris Gardner

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### WORK EXPERIENCE

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#### **SafetyInNumbers**

**August 2007 ~ Present**

*Senior Animator / TD*

- Modeling, rigging, animation, lighting, rendering, matchmoving, compositing
- Technical solutions (see “Tech” section)
- Taking shots from storyboard to finished shot, or to compositing department
- Managing freelance artists and task distribution in the 3D department
- Set supervision
- Getting the job done

#### **Firehorse Studio**

**2003 ~ 2007**

*Animator / TD*

- Modeling, rigging, animation, lighting, rendering, matchmoving, compositing
- Technical solutions (see “Tech” section)
- Taking shots from storyboard to finished shot
- Created in house render management software
- Getting the job done

#### **University of Western Sydney, Nepean**

**2002 ~ 2003**

*Tutor*

- Teaching web technologies

#### **Freelance**

**1999 ~ 2003**

*Designer*

- Web design + building
- Web site coding
- Site maintenance
- Advertising campaign design
- Corporate image

#### **Trade Fairs and Events / Virtual Expo**

**1999 ~ 2001**

*Designer*

- Web Design
- Print Design
- Interactive Design & multimedia systems design for international expos

## SKILLS

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### Software:

Softimage XSI  
Maya  
Zbrush

After Effects  
Nuke  
PFtrack

Photoshop  
Illustrator  
Final Cut Pro

### Coding:

Python  
MEL

Javascript / Jscript

Vbscript

### Tech:

- fuRender - batch render management system for XSI. fu was publicly available for a number of years (XSI 3.5 to XSI 5) and had a small adoption in the XSI community. It continues to live on at SafetyInNumbers.
  - Slate - Shot tracking and studio job database. Slate kept information on jobs, revisions, comps, feedback, admin and accounting.
  - GeekTools - Various pipeline and workflow tools, including
    - pathSetup (XSI) - Organising renders into folders, ensuring a consistent and easily managed output..
    - cgPassIO (XSI) - pass import and export tools for XSI.
    - cgBreakdown (XSI) – animation workflow tools.
    - Misc pass workflow scripts for XSI.
    - Misc animation tools for XSI (constraint retargeting, model animation transfer)
  - Tracker Export (XSI / After Effects) - moving screen space data to After Effects. Useful for corner pins, flare effects, etc.
  - cgNukeIO - Moving data between XSI and Nuke.
  - cgFFI\_export - .action file export for XSI, including screen space data for use in Sparks.
  - Genuflex Moco Rig - Tools for motion control visualisation in XSI, including checking movement limits and keuper file IO.
  - Making The Bloody Scene Render - Sometimes at 3 in the morning.
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## EDUCATION

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- **AnimationMentor.com**  
*Diploma in Advanced Character Animation Studies* 2006 - 2008  
  
**Mentors:**

Keith Sintay	Sony	2006
Dave Vallone	Blur	2006
Dimos Vrysellas	Red Rover	2007
Victor Navone	Pixar	2007
Kenny Roy	Arcronyx	2007
Jason Taylor	Blur	2008
- **Australian Film Television and Radio School**  
*Certificate in 3D Animation* 2003
- **University of Western Sydney**  
*Bachelor of Design (Visual Communication) with Honours* 1994 - 1998

## AWARDS & HONORS

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- Top 10 placings in the 11 Second Club monthly character animation competition
  - October 2008
  - January 2009
- Tropfest film festival shortlist
  - 2002
  - 2006