

## **Brendan Condit**

brendancondit@yahoo.com

### **Production Experience**

#### **Happy Feet**

**Rhythm + Hues Studios, Los Angeles 2006**

roles: Technical Animator [apply dynamics, fur & cloth to character animation]

#### **Night at the Museum**

**Rhythm + Hues Studios, Los Angeles 2006**

roles: Technical Animator [apply dynamics, fur & cloth to character animation]

#### **Nasonex, commercial**

**Rhythm + Hues Studios, Los Angeles 2006**

roles: Technical Animator [apply dynamics, fur & cloth to character animation]

Rigger [rigged flowers & props, adjusted deformations of characters, created tools for animation]

#### **Garfield's A Tale of Two Kitties**

**Rhythm + Hues Studios, Los Angeles 2005-2006**

roles: Technical Animator [apply dynamics, fur & cloth to character animation]

Match-mover/Tracker [animate virtual camera to match live-action camera movement & model to scale sets]

#### **The Chronicles of Narnia: The Lion, the Witch & the Wardrobe**

**Rhythm + Hues Studios, Los Angeles 2005**

role: Technical Animator [apply dynamics, fur & cloth to character animation]

#### **Blokhedz**

**Maverix Studios, San Francisco 2005**

role: Intern [scan storyboards & animation key frame drawings, aid presentation of storyboards]

#### **Armonia, animated short**

**University of Washington, Seattle 2004**

role: Technical Assistant for Computer Animation Production Series [mentor animation students]

#### **Murder, animated short**

**University of Washington, Seattle 2003**

roles: Layout/Design Lead, Character Modeling & Rigging, Character Animation, Story Development & Storyboard Art

### **Computer Skills**

Alias Maya, Mel Scripting, Voodoo, Shave & Haircut, Adobe Photoshop, Illustrator, After Effects, Premiere, Apple Final Cut Pro

platforms: Mac, Windows, Unix, Linux

literacy: 6 on a scale of 1 as computer literate & 10 as a skilled programmer

### **Education / Training**

**Rhythm + Hues Studios, 2006**

Rigging Training [proprietary rigging tools & scripting]

Tracking Training [proprietary tracking & modeling tools]

**University of Washington, 1999-2003**

**Bachelor of Arts in Interdisciplinary Visual Arts**

courses included: Computer Animation Production Series, Drawing for Motion, Figure Drawing, Photography, Ceramic Handbuilding, Plaster Casting, 2D Design, Oil Painting, History of Japanese Film

**Bachelor of Science in Zoology**

courses included: Biomechanics, Human Anatomy, Vertebrate Anatomy, Cellular Biology, Calculus

### **Achievements**

The Chronicles of Narnia nominated for Academy Award in Visual Effects 2006

Siggraph 2005 Los Angeles, CA

Murder, an animated short, selected as part of Smithsonian Institution private collection 2004

Siggraph 2003 San Diego, CA

Poster included in Works on Paper & Small 3D juried exhibition, Jacob Lawrence Gallery 2003

Dean's List 2002-03

### **References**

**available upon request**