

Brendan Condit

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Production Experience

Leafmen

Blue Sky Studios, Greenwich 2011 - current

roles: Senior Character Technical Director [character rigging]

Ice Age 4: Continental Drift

Blue Sky Studios, Greenwich 2010

roles: Senior Character Technical Director [character rigging]

Biped Character Lead [designed/directed the rigging of all biped characters]

Rio

Blue Sky Studios, Greenwich 2009

role: Character Technical Director [character rigging]

Ice Age 3: Dawn of the Dinosaurs

Blue Sky Studios, White Plains 2008

role: Character Technical Director [character rigging]

Dr. Seuss' Horton Hears a Who

Blue Sky Studios, White Plains 2007

roles: Character Technical Director [character & prop rigging]

Additional Animator [animated background characters]

Happy Feet

Rhythm + Hues Studios, Los Angeles 2006

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

Night at the Museum

Rhythm + Hues Studios, Los Angeles 2006

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

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

Happy Feet won Academy Award in Best Animated Feature 2007

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

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

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

Computer Skills

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

platforms: Mac, Windows, Unix, Linux

literacy: 7 on a scale of 1 as computer literate & 10 as a skilled programmer

References

[available upon request]