



CHRIS LESAGE
CHARACTER RIGGING & TECHNICAL DIRECTION

3-489 Chemin Ste-Foy
Quebec QC Canada G1S 2J9

Telephone: 514-621-7243
Email: chris@chrislesage.com

<http://chrislesage.com>

Advanced, animator-friendly rigging, versatile technical support and ad-hoc problem solving in XSI and Maya, throughout the animation pipeline.

Offering full 3D character rigging, script/plugin development and technical direction to animated and visual effects projects.

EXPERIENCE

CHARACTER TD, FRIMA FX — 2011 TO PRESENT

Main Project: Ice Age (stereoscopic IMAX film)

- Creature rigging and the development of an automatic rigging toolset
- Writing specialized tools and plugins for the rigging and animation pipeline (Python)
- TD tech support for the production team from modelling to rendering
- Ongoing technical R&D

TECHNICAL ARTIST & ANIMATOR, NEOREEL — 2011

Main Projects: Snow White, Zorro, Immortals (feature film pre-viz)

- Rigging, modelling and animation for feature film projects
- Copywriting, marketing testing & development for a motion-library product
- 3D generalist duties for various small commercial and game projects

CHARACTER TD, TOOL DEVELOPMENT, CLASSICS ANIMATED — 2009-2010

Main Projects: Treasure Island, Men of Iron (animated feature films), Shilvi (animated series development)

- Character rigging and advanced facial animation rigging including Face Robot and custom tools
- Stream-lined rigging using scripts and a highly-reusable framework
- Developed animation and mocap tools, synoptic interfaces and other animator goodies
- Technical consultation (modeling and rendering)

CHARACTER RIGGER, MOKKO STUDIO — 2008-2009

Main Projects & Clients: Les Podcats (tv series), Dino Body, Last Days (tv documentaries), Gatorade, Alpina, more... (ad spots)

- Cartoony character, prop and mechanical rigging for animated television series and several ad projects
- Creature setup and technical support for 2 photo-realistic dinosaur documentaries
- Implemented time-saving tools; pose preset plugins, synoptic interfaces and auto-riggers

MAYA GENERALIST, BARXSEVEN — 2007

Main Project: Mr. Magorium's Wonder Emporium (feature film vfx)

- Toy animation
- Render support (shaders, render passes and render management) and particle effects

EXPERIENCE (CONTINUED)

CREATURE SETUP ARTIST, DAMNFX — 2006-2007

Main Projects: Dinos Alive!, Sea Monsters, (IMAX films) Race to Mars, Ice Corps (television)

- Creature rigs and tech support for stereoscopic IMAX film (dinosaurs and prehistoric sea creatures)
- Particle-based fish school animation, dynamic behavior, animated swimming cycles, water particulate effects
- Ad-hoc problem solving: mechanical rigs, semi-automatic squid and insect rigs, optimized modeling, etc.
- Particle effects and layout animation (planetary dust storm, spaceship gas leak)

CHARACTER ANIMATOR / TECHNICAL DIRECTOR, NEW MACHINE STUDIOS — 2004-2006

Main Projects: Raven Tales (tv series), The Big Rock Story (short film), Westjet (safety video), more...

- Character animation for 6x22min television series, and various other projects
- Rigging and setup for dozens of characters
- Animation supervision on several episodes of Raven Tales, The Big Rock Story and various small projects.
- Studio manager, responsible for technical direction, scheduling animators and overseeing internship program.
- Supervised video game proof-of-concept for Raven Tales (assets, models, in-game animation, etc.)
- Lighting and rendering on Raven Tales pilot episode

CHARACTER ANIMATOR / MODELER, AURENYA ENTERTAINMENT — 2001-2002

Main Project: Elfkins First Christmas (tv pilot)

- Character animation
- Modeling of main villain characters and several props
- Modeling, rigging and animation for an ad spot

EDUCATION, TRAINING & OTHER EXPERIENCE

“HIVE WARS”, WEB GAME DEVELOPMENT - 2010

- A puzzle/territory board game prototype, developed in Javascript and html5

TECHNICAL DIRECTION IN XSI USING PYTHON, CGWORKSHOPS - 2010

- An 8-week workshop teaching TD best-practice principles and Python development
- Developed several plugins and tools including an auto-rigger and mocap tools

DIRECTOR, QUICKDRAW ANIMATION SOCIETY — 2005-2006

First year of a two year term as volunteer on Board of Directors at QAS, an artist-run center in Calgary

- Consulted on the introduction of 3D programs to the society
- Animated (paper cut-out) on a collaborative short film
- Spoke about the 3D industry at an animation screening

ANIMATION & SPECIAL EFFECTS DIPLOMA, APPLIED MULTIMEDIA TRAINING CENTRES — 2001

- Completed several student films from storyboard/design to final comp
- The school's focus was broad, teaching all aspects of the 3D pipeline
- Trained in Softimage|3D on Unix workstations

PRODUCTION SKILLS

Character rigging, Maya, Softimage XSI, facial rigging, skinning, technical direction, scripting and plugin development: Python, PyMEL, Javascript, general trouble-shooting

OTHER SKILLS

Character animation, technical animation, task/project management, Photoshop, GIMP, spreadsheets, Linux, music composition/synthesis, Actionscript and html5, PHP, web design, illustration

RECOMMENDATIONS

“I enjoyed working in collaboration with Chris on various projects here. He has shown flexibility, performance, and a rigorous methodology in his work. He has also shown a great will to learn more, and grow as a more senior setup td, which I know for sure he will become.”

Laurent Taillefer , Lead TD / R&D, DamnFx

“Chris is a hard worker who never complains. He went above and beyond at New Machine Studios when he stepped into the role of TD from animation in the middle of production and not only took on the rigging workload, but streamlined and improved our rigs in the process. He is entrepreneurial and inventive.”

Colin Curwen , Founder and Executive Producer, New Machine Studios Inc.

“Chris is an astute, versatile and autonomous worker who possesses great initiative and has a pro-active attitude. Possessing both a great attention to detail and a systematic approach, Chris is able to troubleshoot and problem solve effectively. As a character setup artist and animator Chris demonstrates a great knack of getting the job done on time and most importantly, on budget. I would recommend Chris to any company looking for qualified and talented cg artists.”

Dean Gula , VFX Coordinator , DamnFx