

Peter Christensen

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FINAL LAYOUT ARTIST

June 2010 - Present

Dreamworks Animation

Short Film: How to Train Your Dragon: Legend of the Boneknapper

TV: How to Hatch Your Dragon Holiday Special

TV: Monsters vs Aliens: Night of the Living Carrots

- Set dress sequences to generate visual interest
- Prepare scenes for animators with positioned characters and props
- Perfect and finalize camera motions
- Rig and support Previs characters
- Apply stereoscopic 3D to shots for emotional and visual impact

CHARACTER TECHNICAL DIRECTOR

Dec 2007 - May 2010

Dreamworks Animation

Film: Kung Fu Panda II

Film: How to Train Your Dragon

TV: Kung Fu Panda Christmas Holiday Special

TV: Madagascar Valentines Holiday Special

- Rigged/skinned characters (body and face) and props for production
- Maintained and modified character rigs through-out production
- Created new animation interfaces for unique props and characters
- Modified and transposed old character rigs into a new rigging system
- Debugged preexisting character scripts

3D ARTIST / RIGGER

Aug 2006 – Sept 2007

Sprite Animation Studios

Film: Undisclosed Disney Animated Movie

Film: Gon

- Rigged/skinned primary and secondary characters, biped and quadruped
- Created auto-rigging tool for face setup on diverse head shapes (MEL)
- Create tools for quick creation and transfer of facial poses/expressions (MEL)

3D ARTIST / RIGGER / PREVIZ

Nov 2005 - Aug 2006

Reality Check Studios

Film: Journey to the Center of the Earth

Film: Messengers

Clients: Toyota, Target, DTV, Mojave Las Vegas Museum, etc.

- Rigged and animated various characters and creatures
- Created high quality, fully animated Previz including camera direction, animation, and FX
- Designed, modeled, and lit accurate CG characters and sets for production
- Built GUIs and scripted tools to assist animators

TECHNICAL ANIMATOR

Mar 2005 - Oct 2005

Rhythm & Hues Studios

Film: The Chronicles of Narnia

- Simulated dynamic and non-dynamic motion of hair, fur, skin, and cloth
- Wrote scripts to automate tasks using proprietary scripting language
- Evaluated rigs and recommend efficient technical solutions

Education

B.F.A. in Animation – December 2004

Brigham Young University, Provo, Utah

Software

Maya . MEL . Dreamworks Proprietary Software . Photoshop . Illustrator . Premiere . After Effects

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References

DREAMWORKS ANIMATION

Robert Crawford - Rough Layout Supervisor

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Pete Upson - Final Layout Lead/Supervisor

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Juan Gonzalez - Final Layout Lead

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Jeff Light - Character TD Supervisor

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SPRITE ANIMATION STUDIOS

Tetsuya Ishii - Character Supervisor

310-641-7400