

Digital Creative

5734

COPEY HELS

EDUCATION

YEAR

1991

Minneapolis College of Art and Design
B.F.A. Media Art Major
Specialist in CG Animation, Film, Video and Audio
Four Years Private Schooling, Coursework in Industrial Design, Interactive Systems, and Audio Engineering

'89-'91

Minneapolis College of Art and Design (Work Study, Related education)
Teaching Assistant: Computer Graphics 01 Audio Production 01
Media Arts Technical Center Staff: Production Equipment Support

'89-'90

Lamb and Company Inc. Minneapolis Minnesota
Internship (six months) CG Animation Studio/Advertising Firm
Trained in Modeling, Animation, Color and Lighting, and UNIX.
Candidate hand selected by lead Technical Director Paul Churchill.
All work for College Credit

'94-'09

Self Taught
Professional 24bit Audio Production
Audio Recording, Mixing, Mastering, Sampling, Sequencing,
Composing for Multimedia, Film, Video and the Web.

INDUSTRY

MONTH

12.05.01 - 10.31.08

Dreamworks Animation Glendale
"Monsters VS Aliens" (CG Animated Feature)
Layout Artist Rough Layout, Pre-Vis, Animation, and Camera.

08.06.01 - 12.04.01

Dreamworks Animation Glendale
"Kung Fu Panda" (CG Animated Feature)
Layout Artist Rough and Final Layout, Final Camera animation.

09.12.06 - 08.03.07

Dreamworks Animation Glendale
"Bee Movie" (CG Animated Feature)
Layout Artist Final Layout, Camera animation and Set dressing.

02.14.06 - 09.09.06

Dreamworks Animation Glendale
"Flushed Away" (CG Animated Feature)
Layout Artist Final Layout, Camera animation and Set dressing.

05.16.05 - 02.05.06

Sony Pictures Imageworks Culver City
"Open Season" (CG Animated Feature)
Layout Artist Final Layout, Camera animation and Set dressing.

01.18.05 - 05.13.05

Sony Pictures Imageworks Culver City
"Monster House" (CG Animated Feature)
Directors Layout Camera Operator Planning and Animation of Camera coverage.
Character blocking and Animation adjustments as required.
Working directly for Gil Kennan Director and Xavier Grobet D.P.

07.28.04 - 11.05.04

Sony Pictures Imageworks Culver City
"Monster House" (CG Animated Feature)
Art Dept. Pre Visualization Artist Pre-vis Modeling, Animation, Camera and Character blocking.
Working directly with Director, D.P., Vis Efx Sup., Modeling Sup. and Character Sup.

02.09.04 - 07.02.04

Sony Pictures Imageworks Culver City
"Polar Express" (CG Animated Feature)
CG Layout Artist Rough and Final Layout, Camera animation and Environment fixes.

12.10.03 - 02.06.04

Crack Creative Hollywood
"Day After Tomorrow" (Traditional Feature)

06.24.02 - 08.05.02

Centropolis Entertainment Hollywood
"Day After Tomorrow" (Traditional Feature)
Pre Visualization Artist/Animator Modeling, Animation and Camera planning pre-vis elements for visual effects sequences.

06.16.03 - 10.04.03

Warner Bros. Feature Animation Sherman Oaks
"Looney Tunes Back in Action" (Animated Feature)
CG Artist Prop Modeling, Prop Rigging, Prop Animation, preliminary Shaders, Lighting, and Compositing.

CONTACT

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Los Angeles, CA 90065

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INDUSTRY

MONTH

08.05.02 - 02.07.03

Dreamworks Animation Glendale
"Sinbad" (Animated Feature)
Technical Director Modeling fixes, Surface prep, Layout, Background
Projection Mapping, intermediate Rendering and Compositing.

02.01.01 - 11.02.01

Warner Brothers Feature Animation Sherman Oaks
"Eight Crazy Nights" (Animated Feature)
CG Artist Prop Modeling, Layout, Animation, Rendering and Compositing.

06.15.00 - 01.31.01

Warner Brothers Feature Animation Sherman Oaks
"Roaches" (Look Development Animated Feature)
Co-Lead CG Artist Set/Prop Design and Modeling,
Animation, Shaders, Lighting and Final Rendering.

"Century 21 Jetsons" (Stereo 3D RideFilm)
Lead CG Artist Modeling Props and Immersive Backgrounds, Left Eye/Right Eye Camera Rigging,
Prop and Camera Animation, Shaders, Lighting, and Final Rendering.

07.19.99 - 12.29.00

Warner Brothers Feature Animation Sherman Oaks
"Osmosis Jones" (Animated Feature)
CG Artist Developmental and Final Modeling,
Props and Backgrounds, Lighting, Rendering.

05.10.99 - 01.02.99

Dream Quest Images Simi Valley
"Mission to Mars" (Traditional Feature)
Freelance Previsualization Artist/Animator Modeling, Animation,
and Camera planning pre-vis elements for visual effects sequences.

08.19.96 - 03.12.99

Warner Brothers Feature Animation Glendale
"Marvins Martian Movies" (Broadcasting Bumpers)
CG Animator Character Animator (Marvin, and Sidekick)

"The Iron Giant" (Animated Feature)
CG Artist Layout, Rough and Cleanup Animation,
2D/3D Integration, Scene Planning and Final Rendering.

"Quest For Camelot" (Animated Feature)
CG Artist Modeling for Sets and Props, Lighting and Final Rendering.

02.01.95 - 08.15.96

Turner Feature Animation Hollywood
"Cats Don't Dance" (Animated Feature)
Lead CG Artist - Animator Spearheaded In House CG Department,
Instructing entry level co workers, Modeling, Layouts, Animation and Final Rendering.

10.01.93 - 11.01.94

Dream Quest Images Simi Valley
Crimson Tide / The Mask / Swan Princess / Brisco Co. Jr. / Sony Wonder
Staff CG Artist - Animator Modeling, Animation, Lighting, Rendering, and Compositing.

05.10.91 - 10.01.93

Metrolight Studios Los Angeles
The Ren and Stimpy Show, MTV's Beavis and Butthead
Crew Supervisor, Technical Director
Supervisor of second shift: Scanning, Ink and Paint,
Compositing, and Data Archive Crews.

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