

JOSH BOOK

San Francisco Bay Area, CA

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EXPERIENCE

WildBrain Animation Studios *CG Supervisor* San Francisco, CA 05/08 – Present

Worked freelance for 5 months for “Bubble Guppies” TV series for Nickelodeon, then full time in-house and worked on commercials, short films, pitches, motion comics, and in-house projects. Tasks included character animation, motion graphics, 2D artwork and design, toy modeling, and technical director work.

AnimationMentor.com *Mentor* Emeryville, CA 01/08 - Present

Mentor (instructor) for Basic Foundations and Psychology of Body Mechanics classes; campus mentor for several terms.

Electronic Arts *Animation Director* Redwood Shores, CA 07/08 – 10/08

I was hired to head the animation for a new cartoony game, but it was put on hold. I then worked on the development of several new IPs, and also animated a bit on *Godfather 2*. Our team eventually was put on a violent horror game, so I moved on.

Nickelodeon Animation Studios *CG Creative Director* Burbank, CA 05/05 – 03/08

- Oversaw the CG for Nickelodeon’s first four in-house CG shows: “Tak and the Power of Juju”, “Bubble Guppies”, “The Penguins of Madagascar”, and “Fanboy and Chum Chum” from a CG Creative Director, CG Animation Director, and Head of Department standpoint.
- Creatively oversaw pilot CG development phase of shows, creating “CG recipes” that are used in series.
- Established CG Look of shows and animation style and kept quality across episodes.
- Supervised the animation process with both in-house and overseas vendor studio teams.
- Worked with Executive Producer and Writers to keep scripts within production parameters.
- Developed CG Animation Department at Nickelodeon from a show-based team of four to 50+.
- Managed team of 35 Animators, Artists, and Technical Directors, including scheduling and tasking.
- Established pipeline and workflow methods, department structure and hierarchy.
- Built team, recruiting and hiring every CG artist.
- Re-designed the physical building and workspace.
- With studio recruiter formed highly successful CG Apprentice program and was mentor for Apprentices.
- Represented Nickelodeon CG at meetings, school events, trade shows, and in the media.
- Character animation, modeling, compositing for pilot of *Tak and the Power of Juju*.
- Instructor for Nickelodeon University (Studio training program). Classes include “Intro to Maya”; “Intro to Maya for Modeling and Character Setup”, “Intro to Maya for Animation”, “Introduction to CG for Non-Artists”.

Nickelodeon *Maya Illustrator/Artist* New York, NY 02/08 – 06/08

Created 3D illustrations for DVD and video game covers, and theme park artwork.

Film Roman *Animator* North Hollywood, CA 02/05 – 05/05

Animated over 2:50 of *Tripping the Rift* season 2 episode “Cool Whip”; helped re-rig main characters.

Pacific Title & Arts Studio *Animator* Hollywood, CA 10/04 – 02/05

Character animation, FX Animation, and Pre-Vis for FX development for *Fantastic Four*, *Elektra*, *XXX2: State of the Union*. Direction, character animation, modeling, and rigging for AMC “Clip” spec commercial.

MTV *Visual Effects Supervisor* Santa Monica, CA 11/04

Animated and composited all 61 FX shots for *The Andy Milonakis Show* pilot.

Brain Zoo Studios *Animator* Van Nuys, CA 03/03 – 09/04

Animated over 7:40 of footage for Rainbow Valley Fire Department: (DVD). Direction, animation, and TD work for game cinematics for *Shrek 2*, *Shark Tale*, *Pitfall: The Lost Expedition*, *Alone in the Dark 4*, *Psi-Ops*.

Bookartoons *Creative Director/Founder* Burbank, CA 09/98 – 02/03

3D and 2D animation for TV and web commercials for clients.

Creative Capers *Character Animator* Glendale, CA 2003-2004

Character animation and modeling for AOL *Super Buddies* web 3D avatar project.

“Jimmy Kimmel Live” / ABC	<i>Animator/Artist</i>	Hollywood, CA	2002 - 2003
Created motion graphics, titles, FX work, art department needs.			
MTV	<i>Animation Director</i>	Santa Monica, CA	01/03
Directed and animated show open/main title for <i>MTV's 1st Annual Super Bowl Tailgate Spectacular</i> in After Effects.			
Super 78	<i>Animator/Modeler</i>	Hollywood, CA	07/02 - 09/02
Animation and modeling for <i>Toyota Tent Event</i> commercial; animation for <i>PowerPuff Girls: Relish Rampage</i> cinematics.			
Disney	<i>Animator/Modeler</i>	Burbank, CA	12/99 – 01/00
<i>Disney One Saturday Morning</i> interstitial /show ID development work for Rutherford-Bench Productions			
Playback Technologies	<i>Animator/Designer</i>	Burbank, CA	03/99, 02/00
Animation and modeling on set for <i>Nutty Professor 2: The Klumps</i> playback graphics; Motion graphics for <i>Galaxy Quest</i> .			
New Standard Post	<i>Animator/Modeler</i>	Hollywood, CA	06/99 - 8/99
Animation and modeling for pre-visualization for <i>Racing Stripes</i> ; Animation, modeling, texturing, look development for animated sequences for <i>Stripped</i> (HBO TV Pilot).			
Visual Story Tools	<i>Animator/Modeler/2D Artist</i>	Sun Valley, CA	09/98 – 12/04
CG visual development for various projects; Animation, modeling, texturing for “Pet Cassette”.			
Black Ops Entertainment	<i>Lead Artist</i>	Santa Monica, CA	10/97 – 08/98
Animation, modeling, texturing for <i>James Bond: Tomorrow Never Dies</i> (PS1). Supervised team of seven artists and animators.			
Electronic Arts	<i>Computer Graphic Artist</i>	San Mateo, CA	05/95 – 09/97
Production Designer for <i>PGA TOUR Pro</i> - Visual Development and Art Direction; Lead Artist for <i>PGA TOUR 97</i> - Art Direction and Supervision for three artists; Artist for <i>PGA TOUR 96</i> - Animation, modeling, texturing, interface design.			

SKILLS

Expert in Maya, 3DS MAX, Photoshop, After Effects, Flash, Illustrator, Premiere.
CG Supervision, Direction, Animation, Modeling, Rigging, Shaders, Lighting and FX, Compositing.

EDUCATION

University of California at Santa Cruz, Santa Cruz, CA, Spring 1994.
Degree: Bachelor of Arts in Art. Focus in Natural Science Illustration and Sculpture.

American Animation Institute (The Animators’ Guild), North Hollywood, 1998 – 2002.
Took 13 classes and studied drawing extensively with Glenn Vilppu, Karl Gnass, and Diana Coco.

PUBLICATIONS

Co-Author, *Professional Short Films with 3ds Max*, Charles River Media (CRM), 2005.
Author (Maya chapter), *Animating Facial Features and Expressions, 2nd Edition*, CRM, 2006.
Technical Editor, *The Maya 6 Handbook*, Charles River Media, 2004.

PROFESSIONAL AFFILIATIONS

Member of ASIFA-Hollywood, ASIFA-SF, LA-SIGGRAPH, SF-SIGGRAPH, Visual Effects Society.

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TELEVISION

- 2009 Bubble Guppies (Series) – *CG Supervisor*
- 2008 The Penguins of Madagascar (Series) – *CG Creative Director*
- 2008 Fanboy and ChumChum (Series) – *CG Creative Director*
- 2007 The Penguins of Madagascar (CG Pilot Test) – *Director, CG Creative Director, Animator*
- 2006 Tak and the Power of Juju (Series) – *CG Animation Director, CG Creative Director*
- 2006 Bubble Guppies (Pilot) – *Supervising Animator, CG Animation Director*
- 2005 Tak and the Power of Juju (Pilot) – *Animator*
- 2005 Tripping the Rift – *Animator*
- 2004 The Andy Milonakis Show (Pilot) – *Visual Effects Supervisor*
- 2004 Rainbow Valley Fire Department (DTV) – *Animator*
- 2003 Jimmy Kimmel Live – *Animator/Artist*
- 2003 MTV's 1st Annual Super Bowl Tailgate Spectacular – *Animation Director*
- 2000 Disney One Saturday Morning – *Animator, Modeler*
- 1999 Stripped (HBO TV Pilot) – *Animator, Modeler*

FILMOGRAPHY

- 2005 XXX2: State of the Union – *FX Animator, Pre-Vis Animator*
- 2004 Fantastic Four – *Character Animator, FX Animator*
- 2004 Elektra – *FX Animator*
- 2000 Nutty Professor 2: The Klumps – *Animator, Modeler*
- 1999 Galaxy Quest – *Motion Graphics Animator*
- 1999 Racing Stripes – *Animator, Modeler*

GAMES

- 2008 Godfather 2 - *Animator*
- 2004 Shark Tale – *Cinematics Animator*
- 2004 Alone in the Dark – *Cinematics Animator*
- 2003 Psi-Ops – *Cinematics Animator*
- 2003 Shrek 2 – *Cinematics Animator*
- 2003 Pitfall: The Lost Expedition – *Cinematics Animator*
- 2002 PowerPuff Girls: Relish Rampage – *Cinematics Animator*
- 1998 James Bond: Tomorrow Never Dies – *Lead Artist*
- 1997 PGA TOUR Pro – *Production Designer*
- 1996 PGA TOUR 97 – *Lead Artist*
- 1995 PGA TOUR 96 – *Artist*

COMMERCIALS

- 2009 Lamasil "Beach" – *CG Supervisor*
- 2009 Esurance "Star Trek 3D Erin" – *Motion Graphics Animator*
- 2004 AMC "Clip" – *Co-Director, Animator*
- 2004 AOL "Super Buddies" – *Character Animator*
- 2002 Toyota "Tent Event" – *Animator, Modeler*