

JOSH BOOK

Animator / Creative Director

(In Bay Area May 1st or sooner)

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EXPERIENCE

CG Creative Director, Nickelodeon Animation Studios, Burbank, CA, 05/05 – present

- Oversaw Nickelodeon's in-house CG shows 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*.

Shows / Credits:

The Penguins of Madagascar (Series) / **CG Creative Director**

The Penguins of Madagascar (CG Pilot Test) / **Director, CG Creative Director, Animator**

Tak and the Power of Juju (Series) / **CG Animation Director, CG Creative Director**

Tak and the Power of Juju (Pilot) / **CG Character Animator**

Bubble Guppies (Pilot) / **Supervising Animator, CG Animation Director**

Unannounced Show (Series) / **CG Creative Director**

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

- Campus Mentor for character animation classes at online animation school.

Instructor, Nickelodeon University, Nickelodeon Animation Studios, Burbank, CA, 2006 - 2007

- 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".

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

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

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

- *Fantastic Four*: Character Animation, FX Animation, and Pre-Vis for FX development.
- *Elektra*: FX Animation.
- *XXX2: State of the Union*: FX Animation; Main Title Pre-Visualization.
- *AMC "Clip" spec commercial*: Direction, Character Animation, Modeling, and Rigging.

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

- *Rainbow Valley Fire Department*: Over 7:40 of Character Animation; Modeling. (DVD).
- *Shrek 2*: Direction, Character Animation for in-game cinematics.
- *Shark Tale*: Direction, Character Animation, Modeling, Lighting for pre-rendered game cinematics.
- *Pitfall: The Lost Expedition*: Direction; over 6 minutes of Character Animation for in-game cinematics.
- *Alone in the Dark 4*: Character Animation for pre-rendered game cinematics.
- *Psi-Ops*: Lighting, FX and Compositing for pre-rendered game cinematics.

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

- **Various Projects**: 3D and 2D animation, TV and web commercials for clients.

Lead Artist, Black Ops Entertainment, Santa Monica, CA, 10/97 – 08/98

- *James Bond: Tomorrow Never Dies*: Animation, modeling, texturing. Supervised team of seven.

Computer Graphic Artist, Electronic Arts / EA SPORTS, San Mateo, CA, 05/95 – 09/97

- **PGA TOUR Pro; Production Designer:** Visual Development and Art Direction.
- **PGA TOUR 97; Lead Artist:** Art Direction and Supervisor for three artists.
- **PGA TOUR 96; Artist:** Animation, Modeling, Texturing, Interface Design.

FREELANCE EXPERIENCE

Animation Director, Visual Effects Supervisor, MTV, Santa Monica, CA, 01/03, 11/04

- **MTV's 1st Annual Super Bowl Tailgate Spectacular; Animation Director:** Directed and Animated show open/main title in After Effects.
- **The Andy Milonakis Show (Pilot); Visual Effects Supervisor:** Animated all 61 FX shots.

CG Character Animator, Creative Capers, Glendale, CA, 03-04

- **AOL Super Buddies:** Character Animation, Modeling for web 3D avatar project.

Animator/Artist, "Jimmy Kimmel Live" / ABC, Hollywood, CA, Various dates 2002 - 2003

- **Jimmy Kimmel Live:** Motion graphics, titles, FX work, art department needs for daily live TV show.

Animator/Modeler, Super 78, Hollywood, CA, 07/02 - 09/02

- **Toyota Tent Event commercial:** Animation, Modeling for :30 spot.
- **PowerPuff Girls: Relish Rampage:** Character Animation for game cinematics (PS2).

Animator/Modeler, Disney / Rutherford-Bench Productions, Burbank, CA, 12/99 – 01/00

- **Disney One Saturday Morning:** Interstitial development work.

Animator/Designer, Playback Technologies, Burbank, CA, 03/99, 02/00

- **Nutty Professor 2: The Klumps:** Animation and modeling on set for playback graphics.
- **Galaxy Quest:** Screen graphics conceptualization for spaceship displays.

Animator/Modeler, New Standard Post, Hollywood, CA, 06/99 - 8/99

- **Racing Stripes:** Animation and modeling for pre-visualization.
- **Stripped (HBO TV Pilot):** Animation, modeling, texturing, look development for animated sequences.

Animator/Modeler/2D Artist, Visual Story Tools, Sun Valley, CA, 09/98 – 12/04

- **Various Projects:** CG Visual Development; Animation, modeling, texturing for "Pet Cassette".

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 Gness, 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 and LA-SIGGRAPH.