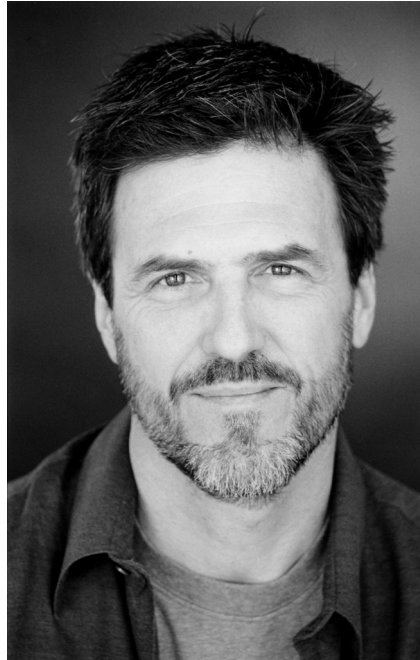


ROBERT BARDY

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Motion Capture Artist

Animation and retargeting in Motion Builder. Solve captured data and prep files for use in Motion Builder. *Smackdown vs. Raw 08; Smackdown vs. Raw 09; WWE Legends; Time Shift; Golden Axe; Resident Evil 5; Uncharted 2; The Lord of the Rings: Conquest.*

[Vicon – House of Moves – Los Angeles](#)
February 2007 - present

PRIDE - Animation Supervisor / Lead Animator

Supervise development of characters, models, animation techniques, target blendshapes for dramatic narrative BBC-TV production of talking lions; Animation lead for team of 6 animators; training and creative direction of animators' work; develop production pipeline. 3D work done in Maya.

[Jim Henson's Creature Shop — London, UK](#)
April - September 2003

Stuart Little 2 - Character Animator

In Maya, animate lip sync, brows, eyes and facial expressions on talking cats, Snowbell and Monty.

VES Award — In 2003, the Visual Effects Society recognized *Stuart Little 2* for best character animation in an Animated Motion Picture.

[Sony Image Works — Los Angeles](#)
January - April 2002

Spy Kids 2 - Character Animator

In Maya, full-body animation of skeleton characters, a la Ray Harryhausen's Jason and the Argonauts.

[Computer Cafe — Santa Monica, CA](#)
May - July 2002

Men In Black II - Lighting TD

Scripting, lighting, materials, texture painting and mapping for face and inside of mouth on talking animals. Rendering and final compositing.

Dr. Doolittle 2 - Lighting TD

Scripting, lighting, materials, texture painting and mapping for face and inside of mouth on talking animals. Rendering and final compositing.

Rhythm & Hues — Los Angeles, CA
January - June 2001

LEAGUE OF EXTRAORDINARY GENTLEMEN - Tracking/Matchmoving

In Maya, rig character and track to blue-suit Invisible Man character in snow cave shot.

Computer Cafe — Santa Monica, CA
December 2002 - March 2003

Miss Spider's Tea Party - Animator

Character animation for a children's DVD from the popular children's book.

Callaway Editions — New York
March - May 2005

JACK THE RIPSTER - Character Animator

For Fox TV's Sunday NFL football show: In Maya, facial animation for the character Jack the Ripster. Animate lip sync and facial expressions for 1-minute per week animation. Create and customize target blend shapes.

Fox TV — New York, Los Angeles
September-November 2003, September-October 2004

Independent Contractor - New York, NY

November 2003 - November 2004

- ◇ Character animation of batter, pitcher for ABC Little League World Series - Betelgeuse Productions
 - ◇ Animate, light, render dancing TV's - USA Networks / NBC — Trio cable network
 - ◇ Animation, lighting, rendering of digital cameras for commercial - Imaginary Forces - Olympus
 - ◇ Brawny, Long John Silvers - RIOT
 - ◇ Panasonic camera - Imaginary Forces
 - ◇ OH! Cable Network - Broadway Video
 - ◇ Internal Video - HP-Sprint
-

Hewlett Packard/Compaq Commercial - Character Animator

In Maya, rigging, weighting, animation (body and facial) on game-like characters for TVspot.

Omaha Productions/Allied Arts and Science — Santa Monica, CA
November 2002 - December 2002

YES DEAR - Character Animator

Animation of nasal-spray-bottle-character in gag where the TV show character is addicted.

MilneFX — Los Angeles, CA
September 2002

Customer Support Engineer

Support west coast client sites for SynaFlex and MatchMaker software. Directly involved in SynaFlex product re-design at Lowell, MA Corporate Headquarters. Product demos at SIGGRAPH. Provide product enhancement feedback to development engineers.

SynaPix, Inc. — Santa Monica, CA
May 1999 - January 2000

Cinesite - Los Angeles, CA

July 1996 - June 1998

SPHERE - CG Sequence Supervisor, Character Animator

Matchmove, light, texture, animate attacking jellyfish in SoftImage; successfully supervise and lead team of five animators. Smooth and effective coordination with 2D and Production departments. Excellent record of on-time delivery of high quality CG product. Softman/Renderman.

SOFTIMAGE JELLYFISH TUTORIAL

Create and implement fully detailed SoftImage Jellyfish Tutorial for in-house training purposes in Netscape Composer. This tutorial became the standard for future in-house tutorials at Cinesite.

SIGGRAPH Presentation (Los Angeles Local) - "Creating and Integrating CG Jellyfish with Live Action Jellies"

AIR FORCE ONE - Animator

Modeling, lighting, matchmoving, animation and render CG cables for air rescue sequence in SoftImage. Test "dogfight" animation in Alias.

Skills / Education

UNIX, Windows, Maya, Motion Builder, Diva, Photoshop, Premiere.

BS Computer Engineering — University of Michigan

Excellent written and verbal communication skills.
