

Eric M. Weiss Digital Producer, Animation Director, Digital and VFX Supervisor
N79 W33995 Petersen Rd. Oconomowoc, WI 53066 (323)377-2880, ericw@CalypsoAnimationStudios.com

Calypso Animation Studios

(5/08-present)
Hartland, WI

Madison Media Institute

(6/09-Present)
Madison, WI

O Entertainment

(9/06-4/08)
San Juan Capistrano, CA

VFX Crew

(6/05-8/06)
Oconomowoc, WI

Rising Sun Pictures

(6/05-10/05)
Sydney, Australia

Electronic Arts

(6/04-4/05)
Redwood City, CA

Sony Imageworks

(3/03-6/04)
Culver City, CA

Triple-E-VFX

(2/02-10/02)
Oberhausen, Germany

H5B5 Media AG

(10/00-12/01)
Munich, Germany

Square USA

(9/98-5/00)
Honolulu, HI

Centropolis Effects

(5/97-9/98)
Hollywood, CA

BRC:

(5/93 – 5/97)
San Antonio, TX

Boeing

(2/91 – 6/93)
Seattle, WA

NASA / SERC

(5/90 – 12/90)
Tucson, AZ

Founder and VP of Business Development: Utilizing over 20 years of experience in the film, TV, computer graphics and visual effects industries and leveraging a vast network of artists, developers and studios around the world, CAS is positioned as a one stop shop for a complete range of B2B services in media content creation and development.

Program Chair, developed the Game Art and Animation associates degree program. Created entire concept and brought program to accredited certification status. First semester will begin in the Fall of '09. Over 100 graduates anticipated annually in this 75 credit hour program.

Digital Supervisor: Completed work as the Digital Supervisor on the hit show, “Back At The Barnyard” distributed by Nickelodeon season one 52x11. Delivered 11 minutes of completed animation each week. Responsible for all digital production orchestrated over 5 studios. Created and maintained entire overseas pipeline, asset management system and quality control systems.

Founder and Owner: Worked with many clients from game and film production companies providing computer animation, character rigging and animation management to numerous projects including the Computer Games: “Prey” and “RA”.

Animation Supervisor: Supervised team of animators for Warner Brother’s “Superman Returns.” Created basic run cycles and created style key poses and motions. Responsible for look and feel of young Clark motion and training junior animators.

Lead Character Technical Director: Responsible for character rigging and pipeline setup for James Bond, “From Russia with Love,” and “Lord of the Rings, The Third Age.”

Sr. Character Animator: Senior Character Animator on the 3D movie “Polar Express.” Achieved the first finalized shot out of the animation department. Completed over 35 shots on film and one of the top producers on the show.

Animation Supervisor: Completed preproduction for “Tamanana,” 80-minute fully 3D feature. Supervised layout, story reel, Mocap, cleanup, character setup, filmbox and animation departments. Co-Supervised the Simulation, Cloth, Hair, Shot TD and VFX departments. Production was cancelled before completion.

Visual Effects Supervisor: Completed pre-production on “The Biggest Step (cancelled):” TV mini-series consisting of 5x1-hour episodes. Supervised entire CG pipeline. Ice Planet: Co-VFX Supervisor, (John Schalg) Completed over 350 visual effect shots.

Senior Animator: Animated over 50 individual characters using key frame and motion capture techniques for 23 different shots. Animation team lead for crowd simulation shots.

Senior Animator: Lead character rigging and animation for “Godzilla” Created revolutionary “Fast Animation Model,” Animated over 20 shots of Godzilla and Babies. Contributed to scheduling, task assignment and budgeting for other projects.

Supervising Animator: Created entire computer animation department from no capability to a full production studio. Other responsibilities include: budgeting, scheduling, storyboarding and supervision of internal and contract computer animation.

Animation Software Development and Human Factors Engineer: Introduced computer animation techniques design efforts for the 777. Created specifications for CATIA and SGI software specializing in human animation, modeling and virtual reality.

Visualization and Control System Engineer: Co-developed computer animation software for early Silicon Graphics workstations and completed animations which analyzed spacecraft system operation. Pioneer user of Wavefront Advanced Visualizer at NASA.

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Education:

University of Arizona
Graduated: 12/90

B.S. in Aerospace Engineering, Specialties in computer animation/simulation, computer graphics, space technology, robotics, control systems, dynamic modeling, writing, communication, leadership and military history.

Partial Credit List:

Films:

Superman Returns, Animation Supervisor, 2006
The Polar Express, Senior Character Animator, 2004
Ice Planet, VFX Supervisor, 2001
Final Fantasy, the Spirits Within, 2001
Stuart Little, Animation, 1999
End of Days, Preproduction, 1999
Godzilla, Senior Character Animator, 1998

TV:

Back at the Barnyard, Digital Supervisor, 22 Episodes, 2007-2008
The Biggest Step, VFX Supervisor, 2002

Games:

ItzaBitza, Art Director, 2008
Prey, Senior Animator, 2006
RA, Animation Director, 2005
Blade Runner, Lead Technical Director, 2005
James Bond From Russia with Love, Lead Technical Director, 2005
The Lord of the Rings, The Third Age, Technical Director 2005