

JAMES STAPP ♦ www.jamesstapp.com ♦ jestapp01@gmail.com

WILDBRAIN , Vancouver Lead Character Modeler (2021 to present)

Responsibilities include working closely with my team and our supervisor to ensure all characters and props meet the creative vision set forth by the directors and creative team on the project. Work with the downstream departments to make sure all assets created meet all pipeline standards

♦ **SonicPrime - Episodic (2021) Netflix and Sega**

DNEG, Montreal

The Head of Department-Build and Creature for VFX (2019-2020) Oversee all operations within both departments. Accountable for line management of departments supervision, resource allocations, balancing the priorities and needs of all shows and artists. Recruitment, annual appraisals, training, and progression of artist career paths. Ensuring work within the department is delivered according to the show schedule. Help implement strategies to improve operational efficiency on an on-going basis. Lead and support the long term development and standardize department workflows, team technologies, and creative process.

BRON ANIMATION STUDIO

Modeling Supervisor/Head of Studio Assets (2016 – 2019) Supervise Front end asset production to ensure deliverables meet the shows creative aesthetic direction and technical requirements. Help establish production attainable creative benchmarks, asset production workflows, and companion tools that work within pipeline specifications. Used 3D Printers and many other techniques to lead in creation of studio Sculpted Maquettes.

♦ **The Whilloughby's - Netflix**

♦ **The Henchmen**

CINESITE ANIMATION STUDIO

Senior CG Character Modeler (2015 – 2016) also (2020 - 2021 as an IC)

Oversaw the creation and development of the Trog and Gnome characters for successful integration into the studio pipeline. Responsibilities included collaboratively working with multiple departments to make sure the best product was delivered in a timely manner and all mentioned characters work well in the studio pipeline. This included topology creation and management during production with emphasis on facial targets to assist in the development of the studio facial pipeline.

♦ **AdamsFamily2 (2020-2021)** worked as a senior modeling independent contractor

♦ **Gnome Alone (2015 – 2016)** Software used was Maya and Z-brush

NICKELODEON ANIMATION STUDIOS Modeler/CG Generalist (2014 – 2015) ♦

Wallykazam (2014- 2015) cleaned up and finalized sets and props for the Animation Pipeline

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DREAMWORKS ANIMATION STUDIOS Senior Modeler/Sculptor (2010 – 2014)

Created character models used for Animation, prop elements for effects, set structures to create environments for master sets. I also worked with various artists within Dreamworks to lead in the development, creation, and manufacturing of Collectible Sculptures for multiple productions within the studio. Software Used was Maya and MudBox.

MOVIES: ♦ **Penguins of Madagascar (2014)** Created sets and Props

♦ **Monkey's of Mumbai (2013–2014)** Created characters - sets and props - master sets

♦ **How to train your Dragon 2 (2012-2013)** Created characters – sets and props.

♦ **TURBO (2011-2012)** Created Characters – sets and props – master sets.

♦ **PUSS N BOOTS (2010 -2011)** Created character- set and prop elements

DISNEY ANIMATION STUDIOS Senior Modeler/Sculptor (1996 – 2010)

Created models of characters for Animation, prop elements, and environments.

Responsible for facial blend shapes, PSD's for shape integrity of the model during Animation, master set construction, cloth and hair tube construction. Also created visual development models using Zbrush to create digital maquettes for production. Helped with the Disney Mentor

Program, Summer Internship Program, and Special Projects with Disney Imagineering. I help sculpt and lead in the creation of the traditional sculpted maquettes for the Animated Features “Chicken Little” and “Meet the Robinsons”. Software used Maya, Paraform, Claytools, Next Engine Scanner, Photoshop, Mudbox and Zbrush. **PROJECTS and**

MOVIES:

♦ **Tangled (2009-2010)** created characters - facial blends set and prop elements - master sets ♦

Prep and Landing (2008-2009) ABC VisDev Modeling - created characters - sets and Props ♦

Chicken Little (2004 – 2005) Created Characters - basic Facial Rigging, Facial blends and maquettes

♦ **Kangaroo Jack (2002-2003)** Model Lead - created kangaroo model - created facial blends ♦

Philharmagic (2002-2003) - created characters - facial blends and environments ♦ **Snow**

Dog's (2002) - created two main characters and created all facial controls ♦ **Snow White and**

the Seven Dwarfs - DVD release (2001) - created face in mirror model, helped with facial

blends ♦ **Dinosaur (1996- 2000)** - Associate Model Lead - created characters - sets and props

♦ **A Christmas Carol (2009)** IMD “Imagemovers Digital” - created creatures - prop elements

♦ **Bolt (2007-2008)** created character s- Facial Blends - set and prop elements ♦ **Meet the**

Robinsons (2006 - 2007) created characters- facial blend - Props and sculpted maquettes

RHYTHM & HUES STUDIOS CG Modeler / Sculptor (1994 -1996)

Created models of characters, prop elements for effects, and set structures to create environments. I also was responsible for creating sculptures for digitizing on various projects. Projects ranged from video games, commercials, to feature films. Software used was proprietary and the polhemus 3d digitizer.

PROJECTS: ♦ **Nutty Professor (1996)** ♦ **Batman Forever (1995)** ♦ **Babe (1994)**

♦ **Various commercials and games include :** “Gilbey's Gin”, “Coke” polar bears cubs, “Samsung”, “Cinnaburst”, “Eggs of steel”, “FlexWare” and “Jolly Ranchers”.

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ATOMIC MONKEY Creative Development Lead (2001 – current) This is a company I created in 2001, to help satisfy my passion for creating sculptures and turning them into fully produced maquettes, and collectibles. I lead the creative aspects of development, creation, and oversee the manufacturing runs of maquettes on multiple projects for Dreamworks Animation studios and Disney Animation Studios . **Disney Animation Sculptures :** “Chicken Little” and “Meet the Robinson’s” **Dreamworks**

Animation Sculptures Include:

- ♦ Studio wide gifts - One Year Shrek, Five Year Alex “ Madagascar”, Ten Year PO “Kung fu Panda” Fifteen Year Toothless with Hiccup “How to train your dragon” ♦
- Crew gifts for the following feature films - “Madagascar3”, “Turbo”, “Dragons2”, and “Home”.
- ♦ Life sized fibreglass studio sculptures for “Penguins of Madagascar” , life sized Minions from “Despicable Me”

Also involved with creating digital models, 3D prototyping, and traditional master prototypes used for toys, collectibles, action figures and theme parks for the entertainment and consumer product industries related to animated films, TV shows, and video games. **Materials used:** wax, various clays, foam ,silicon molds and resins- **Software:** Maya, Paraform, Claytools, Next Engine Scanner, Photoshop, Mudbox and Zbrush, Geomagics, Cura

TEACHING CG Modeling / Traditional Sculpting (1999 – 2013) ♦ ART INSTITUTE OF CALIFORNIA – LOS ANGELES, (1999 -2005) Taught clay maquette sculpting, and Organic Creature modeling in Maya. **Taught CG Character Modeling (Maya) courses at:**

- ♦ Gnomon School of Visual Effects (2000)
- ♦ Art Center college of Design, Pasadena. (2001)
- ♦ California Institute of the Arts (CalArts) (2013)
- ♦ Volunteer teaching - Art sculpting classes for local City and School programs.

EDUCATION

CAL-ART’S - CALIFORNIA INSTITUTE OF THE ARTS (1992 -1994) Character Animation Program Started sculpting maquettes, toy’s and merchandise prototypes for **KROYER FILM’S** and **CAT PLANET**

MILITARY EXPERIENCE

US ARMY Active duty (1989 – 1991)
Served with **2nd Infantry division** and **5th Infantry division**
US Army National Guard, California (1991- 1996)
Served with the **1-185th Infantry division**