Charles T Trebino

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SKILLS

- 3ds Max
- Z brush
- Particle Illusion
- Character Studio

- Maya
- Photoshop
- Premier
- After Effects

ANIMATION GUILD MEMBER

 Local 839   **2007- Present**

EXPERIENCE

Sony Pictures Imageworks.

Senior layout Artist

"Smallfoot" (Film)

- Responsible for development and visualization of story boarded & scripted camera shots/sequences.
- Rough layout
- 3D visual development-set and environment modeling
- Shot design, camera animation & timing
- Rough character animation
- Rough lighting

The Thirdfloor. Inc, 5700 Wilshire Blvd ste 650 Los angeles, CA   **2017**

Previz Artist shot creator/animator

Project to be released (Ride)

- Responsible for development and editing of character animation timing and editing
- Key pose
- Lip sync
- Character animation

Previz Artist shot creator/animator

Project to be released (Film)

- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Conversion of on site structural/animation data to camera animation
- Mocap editing and re timing- Maya
- Shot design, camera animation & timing
- *Character animation*

Previz Artist shot creator/animator

Project to be released (Film)

- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Conversion of on site structural/animation data to camera animation
- Mocap editing and re timing- Maya
- Shot design, camera animation & timing
- Character animation

Previz Artist shot creator/animator

"Rampage"(Film)

- Responsible for development and visualization of story boarded & scripted shots/sequences
- Character animation
- Mocap editing and re timing- Maya
- Camera animation, timing & editing

Original Force 3D, 8671 Hayden Place Culver city, CA   **2015- 2016**
Lead layout Artist
Duck Duck Goose (Film)
- Responsible for development and visualization of story boarded & scripted shots/sequences.
- 3D visual development- set and environment modeling
- Implementation and setup of story-boarded animatics into Maya sequencer
- Shot design, camera animation & timing
- Rough layout
- Rough prop modeling and rigging
- Rough character animation
- Rough lighting and depth of field
- Flix testing and implementation into Maya sequencer /Layout pipeline.
- **Tool and pipeline development**

Lead layout Artist
QQ Speed (Film)
- 3D visual development- set and environment modeling to scale
- Character Animation (Film trailer)
- Final camera layout (Film trailer)
- Final set dressing (Film trailer)

RGH Entertainment, Woodland Hills, CA   **2013- 2015**
3D Story Artist
The Santa Story (Film)
- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Shot design, camera animation & timing
- Character Animation (Film trailer)
- Final camera layout (Film trailer)
- Rough layout
- Rough prop modeling and rigging
- Rough character animation
- **Tool and pipeline development**

Dreamworks Animation, Sherman Oaks, CA   **2011- 2012**
Senior 3D Layout Artist
Dragons, Riders of Berk (TV)
- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Shot design, camera animation & timing
- Rough prop modeling and rigging
- Rough character animation
- **Tool and pipeline development**

Crest Animation Productions, Burbank, CA   **2011- 2012**
Lead 3D Layout Artist/ Final Layout Artist
The Swan Princess Christmas (Film)
- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Shot design, camera animation & timing
- Rough prop modeling and rigging
- Rough character animation

Disney Toon Studios, Glendale, CA   2008- 2011

3D Pre-viz/Layout Artist

Tinkerbell & The Pixie Hollow Games (TV)

- Rough set modeling and rigging (Set schematics)
- Rough prop modeling and rigging.
- Tool and pipeline development

3D Pre-viz/Layout Artist

Tinkerbell & The Mysterious Winter Wood (Film)

- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Shot design, camera animation & timing
- Rough set modeling and rigging (Set schematics)
- Rough prop modeling and rigging
- 2D particle effects.
- Rough character animation
- Tool and pipeline development

3D Pre-viz/Layout Artist

Tinkerbell & The Great Fairy Rescue (Film)

- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Shot design, camera animation & timing
- Rough set modeling and rigging (Set schematics)
- Rough prop modeling and rigging
- 2D particle effects.
- Rough character animation
- Tool and pipeline development

3D Story Artist

Disney Channel "Pixie Previews" Animated Shorts (TV)

- Responsible for development and visualization of original story shots/sequences
- Shot design, camera motion & timing.
- Character animation blocking

3D Pre-viz/Layout Artist

Disney Channel "Pixie Previews" Animated Shorts (TV)

- Responsible for development and visualization of story boarded shots
- Shot design, camera motion & timing
- 2D particle effects.
- Character animation blocking

3D Pre-viz Artist

Disney Channel Tinkerbell ID's (TV)

- Responsible for development and visualization of story boarded shots
- Shot design, camera motion & timing
- 2D particle effects.
- Character animation blocking

3D Pre-viz Artist

Tinkerbell Lost Treasure (Film)

- Responsible for development and visualization of story boarded & scripted shots/sequences.
- Rough set modeling and rigging (Set schematics)
- Rough prop modeling and rigging
- Shot design, camera motion & timing
- 2D particle effects.
- Rough Character animation.

Hyper Image Studios, Glendale, CA   **2008- 2008**

3D Pre-viz Layout Artist

Simpson Movie Ride (Film Ride)

- Responsible for development, editing and visualization of story boarded shots.
- Shot design, camera motion & timing
- 2D particle effects.
- Character animation.

IMAGI, Los Angeles, CA   **2007- 2008**

3D Rough Layout Artist

Gatchaman (Film)

- Responsible for development and visualization of story boarded & scripted shots.
- Shot design, camera motion & timing
- 2D particle effects.
- Rough character animation.

Frantic Films, Los Angeles, CA

3D Pre-Viz Artist

X-men Origins: Wolverine (Film)

- Responsible for development and visualization of story boarded & scripted shots.
- Pitched, pre-vized and animated original sequences for director
- Shot design, camera motion & timing.
- Character animation.
- Character rigging
- Vehicle animation

Freelance 3D Animator - Modeler

Asylum (Film)

- Character Animation.
- Shot design, camera motion & timing
- Match moving animation to finished plate
- Camera mapping.

Golden Era Productions, Hemet, CA   **2006 - 2007**

Digital Artist

- Compositing, broadcast logo modeling and animation.
- Modeler and texture artist.
- Character animation

TECHNICOLOR Creative Services, Burbank, CA

3D In game Cinematic Layout Artist

God Of War 2 (Video game)

- Responsible for development and visualization of story boarded & scripted shots.
- Shot design, camera motion & timing.
- Rough Character animation.

IMAGI, Los Angeles, CA   **2005 - 2006**
3D Rough Layout Artist
Teenage Mutant Ninja Turtles (Film)
- ▪ Responsible for development and visualization of story boarded & scripted shots.
- ▪ Shot design, camera motion & timing.
- ▪ Rough Character animation.

Golden Era Productions, Hemet, CA
Digital Artist
- ▪ Com positing, broadcast logo modeling and animation.
- ▪ Modeler and texture artist.
- ▪ Character animation

Frantic Films, Los Angeles, CA
Freelance 3D Modeler
Superman Returns (Film)
- ▪ Responsible for design and modeling of various film resolution models.
- ▪ Conceived, designed, modeled, and textured various models.
- ▪ Worked with modeling supervisor to develop modeling approach and workflow.

3D Pre-Viz Artist
X men 3 (Film)
- ▪ Responsible for development and visualization of story boarded & scripted VFX shots.
- ▪ Shot design, camera motion & timing.
- ▪ Character animation.

Poseidon (Film)
- ▪ Responsible for development and visualization of story boarded & scripted VFX shots.
- ▪ Shot design, camera motion & timing.
- ▪ Character animation.
- ▪ 3d modeling of digital sets to scale.
- ▪ Set up simulated and edited physics based animations for various shots.
- ▪ Worked in conjunction with VFX Supervisor & Pre-viz supervisor to develop scripted non story-boarded shots.

Butler Digital, Glendale, CA   **2003 - 2004**
Digital Artist
- ▪ Responsible for various standard def, high def and multimedia projects.
- ▪ Concept designer, modeler and texture artist.
- ▪ Compositing, broadcast logo modeling and animation.
- ▪ Worked in conjunction with art director to conceive, develop and output projects to appropriate mediums.

VIP Envision Multimedia, Pittsburgh, PA   **2002 - 2003**
Digital Artist
- ▪ Responsible for development of Children's 3d interactive multimedia CD-rom.
- ▪ Character designer, modeler, & rigger.
- ▪ Provided set design layout and lighting.
- ▪ Worked with web development company to create interactive game and web site.

Big Green Productions, Universal City, CA   **2002 - 2003**
Computer Graphics Assistant
The Hulk (Film)
- Responsible for development of original graphics and "on set" editing of existing interactive graphic animations during production.
- Created animated interactive graphics for on set director cued playback.
- Provided last second on set editing of third party interactive graphics for director.
- Worked with production designer & content coordinator to develop designs consistent with Director's vision.

EDUCATION

The Art Institute of Pittsburgh   **2001**
- B.S. Degree in Computer Animation