

Joe Clasen

Emmy Award winning CG and Traditional Artist: Technical Design, 3D Models, Animator, Compositor, Sound and Music Composer, and Visual Effects Supervision for Film, TV, Print and Web. Co-founder of **Wonderlens Studios**, an independent animation and design house located in Southern California.

CONTACT: Joe Clasen: phone: 949-481-8171 email: joe@wonderlens.com

OVERVIEW: Bachelor of Fine Arts Degree in Liberal Studies. Emmy Award for computer animation work on the PBS series: *Cycles of Life*. Over eight years of film and television experience as an artist, technical supervisor, cg modeler and animator, and compositor on projects for Nickelodeon, Paramount, Fox, PBS, IMAX, Marvel, O Entertainment and others.

PROJECTS:

The Barnyard (Nickelodeon/Paramount theatrical release in 2006)

 Motion Capture Supervisor: Responsible for Stage management and setting up all cameras and other equipment to capture with Vicon Camera Motion Capture system performnces and retarget acquired animation to humans or animals for background animation.

Wonderlens presents: Aquarium of the Aliens (Produced in-house at Wonderlens Studios), DVD released independently, with Taco Bell promotional tie-in. (2002-2004)

- Show Co-Creator and Co-Producer
- Sound Designer, Music Composer, Animator, FX design, and Compositor
- Animated characters, designed effects, compositor and did final color correction, designed and composed music and sound
- Designs for toy production, Authored Taco Bell promotional website, authored DVD.

<u>Santa vs. the Snowman in IMAX 3D</u> (Omation Studios, IMAX.) Theatrical release 2002)

• Animation Producer

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- In charge of all phases of 3D production, including technical direction, 3D composition, 3D theater playback and preview design
- Compositor of all effects and QC of render farm
- Supervisor of animation and production teams



<u>FOX Animated Feature</u> (Omation Studios, Fox. Computer animated feature in development for one year with 20th Century Fox)

- Co-Head of Visual Development team
- Conceptual Artist: generated conceptual 2D and 3D art and animation tests, preliminary show bibles, presentation materials. From verbal and written descriptions and script elements, created 3D models, mocap and animation tests, concept tests, technology tests and production rendering tests. Oversaw a team of traditional and computer artists.
- Preliminary production schedules and budgets

Omation Studios (studio design and construction. 2000-2001)

- Design, pre-viz and weekly site inspection for construction of a 40,000 sq. ft. animation studio in southern California, for Fox, Nickelodeon/Paramount and IMAX film projects
- Day-to-day operations manager of studio during IMAX film production
- Omation Studios technical direction and design

<u>Jimmy Neutron: Boy Genius</u> (Nickelodeon, Paramount co production. This feature film was nominated for an Academy Award for Best Animated Feature)

• Character Models: Jimmy Neutron, Hugh & Judy Neutron:

Xyber9 (Fox Kids Network)

- Visual Effects Supervisor for 27 episodes of the animated 2D/3D series.
- Oversaw multiple teams of modelers and animators, most working remotely.

Addams Family Reunion (Warner Home Video)

• Visual Effects Supervisor and On-Set Supervisor: Development and execution of all visual effects, from script phase, through pre-viz, filming and throughout production, included "Thing" and all other CGI characters & FX.

<u>The Silver Surfer</u> (Marvel, Fox Kids Network)

• 2D/3D cg principal character, "Galactus." Worked remotely ("virtual studio")

<u>Power Rangers</u> (Saban Entertainment, Fox Kids Network)

• Animated cg characters and stunt doubles. Compositor for adding CG on live plates. Worked remotely ("virtual studio")

<u>Casper: A Spirited Beginning</u> (Universal, Fox Kids)

• Technical Supervisor for all principal characters. Developed Tools and Compositor for 3d animation on live plates.

Biology: Cycles of Life (PBS)

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• From Storyboards constructed 3D models and final animation/renders. Joe won an Emmy Award for his contributions to this PBS series.

<u>www.wonderlens.com</u> (all authoring for Wonderlens site) www.lightwavelab.com (filmography with stills)



Other skills and work experience.

Electrical construction and electrical Stage design and construction on stages at ABC,

NBC. CBS. KTTV and several smaller studios. 1978-1985

Sample Projects:

Universal Amphitheater renovations

1984 Graphic Studios for ABC Olympic Coverage

1984 Olympic International Broadcast Center at ABC

Stage 7 retrofit at 7th and Gower

Compact Video, Burbank

Fairy Tale Theater set at ABC

ABC News Lighting and Halon Station

Stage management, lighting and set design, Sound design for Civic Auditorium in Huntington Beach and local Community College and Amphitheaters. 1985-1994

A self-employed consultant and contractor since 1994 with clients that include:

BE Aerospace - In-flight Entertainment System

Surf Systems - Graphics for 2 arcade games

STI – 3D parachute simulation for military

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Mitsubishi – Proto-typing interfaces and animated screens for Web TV

Triac Software- Design and creation of models and environments for videogames

I am a traditional and electronic musician accomplished in both performing and composing many instruments. I have recorded, edited and provided many sound designs for video games, live productions and films.

Live sound design, recording and reinforcement engineer.

Lighting design for the theater arts including plays, musicals, dance, ballet and award shows.

I am well versed in all Microsoft and Adobe products. I know many other programs for graphic design, 3D, audio editing and sound recording. I am well versed in networking, Hardware inter-connectivity and most Windows networking applications.

A writer with several magazine articles published and books and scripts completed.

I enjoy surfing in the Pacific coast around the town of San Clemente in my spare time.

