

## **Christopher Dreger**

[chris@chrisdreger.com](mailto:chris@chrisdreger.com)

**503-593-0909**

### **College Faculty**

Chris Dreger has been successfully teaching college courses for over 16 years, and is unique in having taught and worked in both traditional fine arts and digital commercial arts for over 25 years.

### **Education**

- MFA – Painting. Boston University School for the Arts
- BFA – Painting. Boston University School for the Arts
- BS - Interactive Media Design. The Art Institute of Portland

### **Design & Art Skills**

- Teaching
  - college level art and design classes
- Painting & Drawing
  - including traditional and digital methods and materials
- Digital Video Production
  - Visual Effects (VFX)
  - Compositing
  - Shooting
  - Color Correction
  - Editing
- Photography & Digital Photo-editing
- Animation & Motion Graphics
  - 2D
  - Stop Motion

- 3D Motion Graphics
- Graphic Design
  - Logo Design
  - Web Design
- Advertising
  - Design
  - Marketing
- Storyboarding, Cartooning
- Digital & Traditional Illustration
- Audio recording & mixing
- Music composition

### **Software Skills**

- After Effects
  - Cinema 4D Lite
- Mocha Pro
- Illustrator
- Photoshop
- Adobe Animate (Flash)
- Poser 3D
- Cubase
- Garage Band

### **Experience**

#### Teaching

**Portland Community College** Cascade Campus 2014- present  
Adjunct Faculty

Designed curriculums and syllabuses, lessons and lectures

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- Advanced Compositing and Effects – MM258
  - After Effects, Mocha, Cinema 4D Lite
  - Compositing and visual effects (VFX) concepts and techniques
  - Class reel featured on the PCC MM website: <http://pccmm.com/>
- Vector Animation for the World Wide Web
  - Currently being redeveloped by Dreger and the Multimedia Dept. as a more encompassing 2D vector animation course, including TV and web cartooning, advertising animation, title animation, & presentation animation

**Clackamas Community College** Clackamas, OR - Sept. 2001 – present

Adjunct Faculty

Designed curriculums and syllabuses, lessons and lectures

Classes taught (\*indicates classes Dreger has been instrumental in developing for the Art Dept. and DMC (Digital Media & Communications) program:

- Drawing
  - Still Life Focus
  - Landscape Focus
  - Figure Focus
  - \*Drawing for Comics & Graphic Novels
- \*Computer Graphics I, II, and III
- \*Digital Photography and Photo Manipulation
- Painting
- \*Stop Motion Animation
- Compositing & Motion Graphics
- \*Flash Animation Design & Techniques

Subjects included

- Digital camera usage, photography concepts for fine and commercial art, photo-editing software (Photoshop) & compositing techniques
- Graphic design & advertising concepts
- Information design, animation & interaction design

- Traditional animation concepts and skills
- Flash industry standard animation techniques
- Image manipulation, page layout & pre-press
- Color theory in traditional & digital art and design
- Drawing including perspective studies, life drawing, and invented drawing
- Painting including acrylic and oil

Wrote and received two grants for the CCC Art Department:

- Acquisition of pressure-sensitive drawing tablets
- A grant to develop a Distance Learning Flash Animation class

***The Art Institute of Portland.*** Portland, OR - Sept. 2008 – 2010

Adjunct Faculty in the Foundation Art Department

Classes included:

- Figure Construction
- Color Theory for Traditional and Digital Art
- Drawing

Designed curriculums and syllabuses, lessons and lectures

Subjects included

- Traditional drawing concepts and skills
- Color theory, color interaction, color in nature, psychology of color, fine and commercial art usage
- The science and use of paint, ink and digital color systems
- Figure drawing including
  - Human anatomy
  - Traditional figure drawing
  - Simplified and exaggerated anatomy for comic/commercial uses

***Oregon Education Association / Clackamas Community College Part Time Faculty Association***

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- Chair of the Membership Drive Committee 2015 - present
  - Achieved an increase in Association active membership from around 40% to over 60% for currently working adjunct faculty.
- Chair of the Professional Development Fund Committee 2014 - present
  - Responsible for approval and allocation of \$26,000 per year to adjunct faculty for professional development purposes

### Principal of Chris Dreger Media

2008 - present

Clients have included:

- Word Lions LLC, Portland, OR – Produced corporate messaging videos for Unify, a global telecommunications company, client of Word Lions LLC.
- Orange Interactive, NYC – Symbol and typographic logo design, branding
  - <http://orangeinteractive.net/>
- Military Edge, NY – Symbol and typographic logo design
  - <http://militaryedge.com/>
- RAVE Interactive, NYC – Symbol and typographic logo design
  - <http://raveinteractive.net/>
- Speedy Septic, Boring OR Advertising and Marketing Manager/Consultant, 2014.
  - Created and designed direct mail/email campaigns, video ads, Google Pay-per-click ads.
- Oregon bicycle race video production, editing, VFX, for a local Advertiser/Marketer, for bicycle attorney clients in Oregon, California, Idaho, Colorado.

### Creative Director

Predic.tv, New York City

May 2011 – January 2012

Duties included:

- Brand creation of Predictv ([www.predic.tv](http://www.predic.tv)) including
  - Logo & Motion Graphic design

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- Web site design and development
- Interaction design
- Advertising copywriting and design
- Overseeing and guiding the creative team of designers and developers

### Video Compositing, Animation, Special Effects, & Motion Graphics

**Bent Image Lab.** Portland OR, 2010 – 2014

Contract Compositor, Animator/Visual Effects (VFX)

Duties included:

- VFX creator and compositor on the promotional trailer for the 2014 Portland International Film Festival
- Special Effects and compositing for NBC's Grimm TV show pilot
  - Helped develop key VFX for human to 'monster' transformation
- Special Video Effects Lead for Las Vegas' Wynn Casino's 'Lake of Dreams' projection portion of their 'Smoke' show
  - Achieved and developed unique VFX for Director David Daniels
- Lead After Effects 2 and 3D animation and live action compositing for a Cox Communications TV ad campaign
  - Instrumental in developing animated pop-up book VFX composited with live action sequences
- Compositing stop motion, 2D and CG 3D footage for commercial spots including Post Fruity Pebbles stop motion, Ensure 3D animated characters, 2D and 3D animated with live action characters for GasX, Tylenol, & Kroger Co.
- Compositing for 2 Hallmark Channel Christmas movies
- Compositing, end roll credits design, and compositing QA for 2 feature films; Virginia, and Restless

**Whitehorse Interactive.** Portland OR, 2008

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Contract Video Editor-Compositor, Animator/Motion Effects

Duties included:

- Main compositor and editor for sports videos for Award Winning Columbia Sportswear's 'Pioneers of the Outdoors' online ad campaign
- Cartoon animation for HSBC online ads
- Video compositing/effects for Nike6.com ads
- Related Flash animation/development

Freelance Video creation and compositing, Web and Graphic Design, Branding and Web Development for Portland and New York Design and marketing firms from 2010- present, including:

- Porter Panther, Portland OR
- Diane Design Development, Portland OR
- Rave Interactive, NYC
- Citypulse Ltd., NYC
- PV Media Group
  - AdOn Network, Phoenix AZ, NYC
- The New Group, Portland, OR

**Aeshen.** Portland, OR - February 2005 – April 2008

Lead Animator

Accomplishments included:

- Flash timeline animations of technical subjects and marketing experiences for Microsoft, Intel, & other software/hardware tech companies
- Video editing, compositing, and optimizing/processing using After Effects and applying it to Flash and Silverlight animations
- Motion graphics creation using Flash, Illustrator, and Photoshop elements in After Effects
- 3D object modeling and animating in Swift 3D for use as vector animations in Flash and Silverlight, and as video for use in After Effects

- Creating, editing and optimizing graphics for use in animations, videos, web sites, white papers, and Power Point demonstrations
- Overseeing and coordinating sub-contractors on Flash projects

Wrote documentation for:

- Flash animation best practices and how they apply to Aeshen's production process from brainstorming through production to final deployment/delivery
- Timeline & Interactive Animation, Media Coordination
- Video Editing, Motion Graphics

### Illustration

#### **ImageBuilder Software.** Portland, OR

June 1999- November 1999

- Created Digital Illustrations of sports figures of all ages in action, for use in a CD-ROM for team sports players and coaches.

#### **Harvard University Press.** Cambridge, MA and London, England, 2003

- Created Medical Illustrations for the book, "One of Us/Conjoined Twins and The Future of Normal"

### **Painting and Art Exhibits**

2017 EcoPDX Gallery – Beer Paintings, Portland OR

2017 Pauling Gallery – Old and New Portraits, Clackamas Community College Oregon City, OR

2016 Pauling Gallery – Art Meets Craft, Clackamas Community College Oregon City, OR

2015 Clackamas Community Arts Alliance, Gladstone, OR

2014 Shaffer Fine Art Gallery – Craft Beer Art, Portland OR

2005 Alexander Fine Art Gallery Clackamas Community College, Oregon

2004 Pixel Revolution - (Digital Art Exhibit) Visual Arts Center Gallery, Mt. Hood CC, Gresham, OR

2001 Groundswell Gallery, Portland, OR

2000 LoadStar International Gallery, Portland, OR

1999 Brooklyn Art Walk, Portland, OR

1998 Aztec St. Gallery. Santa Fe, NM

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1997 Fin Gallery/ Ultra Studios. Santa Fe, NM

1996 Synchronicity Space. New York, NY

1995-96 Madrid Folk/Fine Art Gallery. Madrid, NM

1994 Humana Gallery. Madrid, NM

1992 The Gallery at the Rep. Santa Fe, NM

1991 Stables Art Center/Taos Art Association. Taos, NM



1990 Synchronicity Space. New York, NY  
1989 The Emerging Collector. New York, NY  
1988 Master's Thesis Exhibit, Boston University, Boston, MA