

Chris Dreger – VFX, Compositing, College Faculty

<http://www.chrisdreger.com/>

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

503-593-0909

Chris has over 9 years of professional experience in video production and post-production, including **compositing & VFX**, shooting, editing & color correction. He also currently teaches **Advanced Compositing and Special Effects** at Portland Community College.

### 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

### Software Skills

- After Effects
  - Cinema 4D Lite
- Mocha
- Illustrator
- Photoshop
- Adobe Animate (Flash)

### Design & Art Skills

- Digital Video Production & Post
  - Visual Effects (VFX)
  - Compositing
    - Rotoscoping
    - Green/Blue Screen
  - Color Correction
  - Editing
  - Shooting
- Photography & Digital Photo-editing
- Animation & Motion Graphics
  - 2D
  - Stop Motion
  - 3D Motion Graphics
- Graphic Design
  - Logo Design
  - Web Design
- Advertising
  - Design of still, animated and video ads
  - Copywriting

- Storyboarding, Cartooning
- Teaching
  - college level art and design classes
- Painting & Drawing
  - including traditional and digital methods and materials
- Digital & Traditional Illustration

## Experience

- Video Compositing, Animation, Visual Effects, & Motion Graphics

Reel: <https://vimeo.com/130847282>

**Bent Image Lab.** Portland OR, 2010 – 2014: Contract Compositor, Animator/Visual Effects (VFX)

- VFX creator and compositor on the promotional trailer for the 2014 Portland International Film Festival, under executive director Chel White
- Special Effects and compositing for NBC's Grimm TV show pilot
  - Helped develop variants for key VFX - human to 'monster' transformation
  - Digital animation of practical rubber mask used by actor in footage
  - Tracking, roto, clean plating
- 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 in AE's 3D space
- Compositing and rotoscoping 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: Video Editor-Compositor, Animator/Motion Effects

- Lead 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

**Chris Dreger Media**, Sole Proprietor Portland OR, 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. 2016-2017
- Orange Interactive, NYC 2016 – Symbol and typographic logo design, branding
  - <http://orangeinteractive.net/>
- Military Edge, NYC 2016 – Symbol and typographic logo design
  - <http://militaryedge.com/>
- RAVE Interactive, NYC 2016– Symbol and typographic logo design
  - <http://raveinteractive.net/>
- Speedy Septic, Boring OR Advertising and Marketing Manager/Consultant, 2014.
  - Created and designed direct mail (postcard) & 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. 2009 – present
  - Over 38,000 combined views on YouTube.
    - Sample: <https://www.youtube.com/watch?v=x2tH4Gun3kw>
    - Sample: <https://www.youtube.com/watch?v=eHkT6sKGP4c>

#### Web & Logo Design, Branding & Web Development

**Citypulse Ltd.**, NYC, 2015

**PV Media Group & AdOn Network**, Phoenix AZ, New York NY, 2014

#### Freelance Video Production & Post Production

**Diane Design Development**, Portland OR, 2008-present

#### Freelance Video Compositing:

**Porter Panther**. Portland OR, 2012

**The New Group**, Portland OR, 2011

#### Creative Director

**Predic.tv**, New York City May 2011 – January 2012

Responsible for:

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

- Advertising copywriting and design
- Overseeing and guiding the creative team of designers and developers

### Lead Animator

**Aeshen**, Portland, OR – Feb. 2005 – April 2008

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

### **College Faculty - Instruction**

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

Designed curriculums and syllabuses, lessons and lectures

- 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** Adjunct Faculty, Clackamas, OR - Sept. 2001 – present

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.*** Adjunct Faculty in the Foundation Art Department, Portland, OR - Sept. 2008 – 2010

Designed curriculums and syllabuses, lessons and lectures

Classes included:

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

Subjects included

Chris Dreger

chris@chrisdreger.com

503-593-0909

- 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***

- 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

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"

**Recent Painting 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**