

Chris Dreger – Multimedia Design, VFX, Compositing, Painting, College Faculty

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- Chris has over 20 years experience teaching at the college level and currently teaches at Washington State University Vancouver, in the Digital Technology & Culture department's Creative Media and Digital Culture program. He has over 15 years of professional experience in video post-production and production including compositing & VFX, shooting, editing & color correction, animation (stop motion, 2D, 3D) and compositing, performing and recording music for video. He has over 25 years experience in visual design and over 30 years exhibiting his painting.

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

- Digital Video Production & Post Production
 - Visual Effects (VFX)
 - Compositing
 - Color Correction
 - Editing
 - Shooting
- Animation & Motion Graphics
 - Traditional and Computer Assisted 2D Animation
 - Stop Motion Animation
 - 2D & 3D Motion Graphics
- Photography & Digital Photo-editing
- Graphic Design
 - Logo Design
 - Web Design
 - Branding
- Advertising
 - Design of still, animated and video ads
 - Copywriting
- Storyboarding & Cartooning
- Teaching
 - College level Art & Design classes
 - Digital & Traditional
- Painting & Drawing
 - Traditional and digital methods and materials
 - Digital & Traditional Illustration

Software Skills

- After Effects
 - Cinema 4D Lite
- Mocha
- Illustrator
- Photoshop

- Animate (Flash)
- Character Animator
- Aero (AR / Augmented Reality)
- InDesign

Experience

College Faculty - Instruction

Washington State University Vancouver Campus, January 2019 - present

Designed curriculums and syllabuses, lessons, projects, and lectures

- Multimedia Design & Composition
 - [Reel: Students' Animated Posters](#)
 - [Reel: Students' Advanced MM Design](#)
- 2D Animation
 - [Reel: Students' 2D Animation Spring 2020](#)
- 2D Animation and Compositing VFX
- Tools and Methods for Digital Technology
- Introduction to Digital Technology & Culture
- User Interface & User Experience

Developed methodology for emergency switching from in-class instruction to online virtual instruction

Portland Community College Adjunct Faculty, Cascade Campus 2014- 2021

Designed curriculums and syllabuses, lessons and lectures

- Stop Motion Animation
 - Developed for the Multimedia Department for in-class instruction and redeveloped for virtual instruction and successfully taught and grew enrollment
 - Developed from personal experience working in post-production compositing and VFX for stop motion movies, and from a Will Vinton taught intensive Claymation week long workshop
 - [Reel: Students' Stop Motion Spring 2020](#)
 - [Reel: Students' Group Project Stop Motion News Spring 2020](#)
- 2D Animation for Game Development
 - Developed for the Multimedia Department for virtual instruction
- 2D Animation & Motion Graphics
 - Developed for the Multimedia Department
 - [Reel: Students' PCC 2D Animation MM231](#)
- Advanced Compositing and Effects
 - Compositing and visual effects (VFX) concepts and techniques
 - [Reel: Students' MM258 2015](#)
- Vector Animation for the World Wide Web
 - Developed and changed to a more encompassing 2D Animation class to fit the changing industry

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
- *Stop Motion Animation Reel
- 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

- 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

Video Compositing, Animation, Visual Effects & Motion Graphics

[My VFX-Comp-Motion Graphics Reel](#)

Oregon Public Broadcasting Portland OR, 2018 – 2019: Digital Visual Effects (VFX), Composer, 2D & 3D Animator for the 4 part series “Hacking the Mind” <https://watch.opb.org/show/hacking-your-mind/>

- VFX creator and composer
- 2D & 3D animator for story visualizations
 - [Reel: Chris' work](#)

A World Away movie Portland OR for Three Flames Pictures in Los Angeles CA, 2018: Digital Visual Effects (VFX), Compositor, Animator

- VFX creator for science fiction children's movie, including creating alien environments, space battles, space creatures, and visual transporter and wormhole VFX
- Concept artist for the main alien spaceship
- Directed a team of a compositor, a 3D artist, and a VFX coder

Bent Image Lab Portland OR, 2010 – 2014: 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
 - Developed unique VFX for Executive Director David Daniels
- Lead After Effects 2 and 3D animation and live action compositing for a Cox Communications TV ad campaign in 2 languages
 - Instrumental in developing animated pop-up book VFX in AE's 3D space
- Compositing & 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 Stop Motion 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, including processing for Interactive Flash Ads
- 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
- Military Edge, NYC 2016 – Symbol and typographic logo design
 - <https://www.facebook.com/mymilitaryedge/>
- RAVE Interactive, NYC 2016– Symbol and typographic logo design
- 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.
 - Created ranking secondary website for a branch office
- Oregon bicycle race video production, editing, VFX, audio composing and recording, for a local Advertiser/Marketer, for bicycle attorney clients in Oregon, California, Idaho, Colorado. 2009 – present
 - Over 40,000 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 (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
 - Copywriter of 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

Oregon Education Association / Clackamas Community College Part Time Faculty Association

- Chair of the Membership Drive Committee 2015 - 2019
 - 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 - 2021
- Responsible for approval and allocation of \$26,000 - \$35,000 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

2024 Pauling Gallery – Oddities, Clackamas Community College, Oregon City OR

2024 West Linn City Hall Council Chamber – Oregon Landscapes & Craft Beer Still Lifes & Portraits, West Linn OR

2023 West Linn Library Gallery – Oregon Colors, West Linn OR

2019 Pauling Gallery – Landscapes Of the Pacific Northwest - Oregon and Washington, Clackamas Community College Oregon City OR

2016 - 2018 EcoPDX Gallery – Craft Beer Paintings, Portland OR

2017 Alexander Gallery, Clackamas Community College, [Curation and Exhibit: Local Portraits NW, Oregon City OR](#)

2017 McNalley Taproom – Microbrew Beer Paintings, Hillsboro OR

2016 Pauling Gallery – Old and New Portraits, Clackamas Community College Oregon City OR

2015 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

2014 Alexander Fine Art Gallery Clackamas Community College, Oregon City OR

2004 Visual Arts Center Gallery, Pixel Revolution - (Digital Art Exhibit), 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