

Timothy Albee

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"Timothy Albee is amazingly fast, his output is like that of having four or more people on staff. His innovations, even in rendering techniques, saved the show. Without him, we'd never have been able to meet production schedules."

- Anthony Alvaro, VFX Coordinator,
Battlestar Galactica

Awards -

- **Emmy Awards 2007** (ACADEMY OF TELEVISION ARTIST AND SCIENCES 59TH ANNUAL PRIMETIME EMMY AWARDS) – Recognized for contributions to 'Outstanding Visual Effects For a Series' – *Battlestar Galactica*
- **Visual Effects Society 2007 Awards** – Outstanding Visual Effects in a Broadcast Series – *Battlestar Galactica*
- **Peabody Award 2006** – Distinguished Achievement and Meritorious Service By Radio and Television Networks – *Battlestar Galactica*
- **Anney International Film Festival 2005** – Official Selection – *Kaze, Ghost Warrior*
- **Edinburgh International Film Festival 2005** – Official Selection – *Kaze, Ghost Warrior*
- **Festival Internacional de Cine de Mar del Plata 2006** – Official Selection – *Kaze, Ghost Warrior*
- **Willie's Spirit Award 2004** (Excellence in Short Filmmaking) – *Kaze, Ghost Warrior*

Experience -

West Shore College 2009
Consultant

Ludington, MI

- Designed degree curriculum for *Computer Assisted Animation & VFX* program.
- Redesigned core "General Education" classes to provide students with actual applicable life-skills.
- Trained professors to provide students with skills that studios actually need.

Lost Treasure of the Grand Canyon (TV Movie) 2008
Head of Creature Animation (As *Lifeline Character Animation Ltd.*)

Vancouver, BC

- Directed Rigging and Animation of Quetzalcoatl on high-pressure deadlines

War Devil (Feature Film / Video Game) 2007-2008
Animation Supervisor / Head of Animation (Consulting as As *Lifeline Character Animation Ltd.*)

Ealing Studios, London, England

- Head of 3D & 2D Character Animation, Technical Direction, Simulation, and Facial Animation Departments
- Directed Animation and Artist Training for 3D CGI, Feature Film / Next-Gen Video-Game
- Directed 2D Animation for "War Devil Chronicles" series pitch.
- Directed Animation / Simulation tools and technology research and development – leading development of character riggings and simulations, including real-time, user-modifiable, IK dynamics.

Battlestar Galactica : "Razor" (TV Movie) 2007
Lead Character Animator / TD (As *Lifeline Character Animation Ltd.*)

Vancouver, BC

- Character Rigging Lead
- Animated 90% of all Centurion shots
- Created powerful character performances entirely through pantomime

Bionic Woman (Pilot Episode) 2007 Vancouver, BC
Character Animation / Technical Direction (As *Lifeline Character Animation Ltd.*)

- Directed Rigging of Bionic Woman *Digital-Stunt-Double*
- Animated all *Digital-Stunt-Double* shots for original 2007 series pilot episode in record time amid high-volume of concept-changes from executives

Battlestar Galactica 2006-2007 Vancouver, BC
Character Animation / TD (As *Timothy Albee and Lifeline Character Animation Ltd.*)

- Animated 99% of Centurion shots for Season 3, raising level of quality of **CG character performance** from eye-candy to that of **true digital actors**, entirely through *pantomime*
- Replaced two, external character animation houses through streamlined production techniques.
- Redesigned Centurion rigging to facilitate high-speed animation techniques
- Reduced rendering times for Centurion HDRI / Radiosity type renderings by 2,000%, bringing per-frame render times from 11 hours to 23 minutes

Timothy Albee Animation 2004-present USA, UK, Spain,
Public Speaking/Animation Training/Consulting Germany, Poland

- *Animated Adventures* seminar, Belfast, produced by W5, in conjunction with **Aardman Animation**, 2007
- *Friendsgraph* animation training seminar, Las Vegas, NV, USA, April 2006
- Speaker at *European Association of Animated Film, CARTOON Master – Master Future 2004*
- Interviewed for features and articles in *Computer Graphics World, 3D World, Post Magazine, LA Times, Rendernode, Animation Magazine, 3D VFX, VFX World, Variety Magazine's DVD Exclusive*
- SIGGRAPH 2004 – Main Stage presenter, NewTek Booth
- Radio Correspondent for Alaska Public Radio Network's *General Protection Fault*
- Speaking/Training/Seminar engagements at various venues throughout US and Europe

Timothy Albee Animation 2003-present Alaska, Canada, USA
Writer/Director/Producer, Art Director, Animation

- *Kaze, Ghost Warrior*, (2004) Animated short film proof-of-concept
- Streamlined production techniques to facilitate high-end visuals with minimal resources
- Directed development of **TAF**A Facial Animation System
- **Developed and Coded advanced fur-shading techniques reducing render-times 20x**

Author 2001-2006 Fairbanks, Alaska

- *CGI Filmmaking, The Creation of Ghost Warrior*, (Wordware Publishing)
- *LightWave 3D 9 Foundations of Character Animation*, (KURV Studios)
- *Lightwave 3D [7], Character Animation*, (Wordware Publishing)
- *LightWave 3D [8], Character Animation*, (Wordware Publishing)
- *LightWave 3D [9], Character Animation*, (Wordware Publishing)
- *Essential Lightwave 3D [7]*, (Wordware Publishing)
- *Essential LightWave 3D [8]*, (Wordware Publishing)
- *Essential LightWave 3D [9]*, (Wordware Publishing)
- *1001 LightWave 3D [8] Tips and Tricks*, (contributing author, Wordware Publishing)
- *LightWave 3D [8] Getting Started Guide*, (Newtek / Wordware Publishing)
- Articles on CGI, Animation, and Film Production (*Keyframe, NewTek Pro, HDRI 3D*)
- **Member of Advisory Boards for Keyframe, and HDRI 3D Magazines**

Commercial Artist / Designer 2001-2003

Fairbanks, AK

- Box-art for Diamond Multimedia's *Viper* and *Stealth* lines of graphics accelerators (2002-2003)
- Book Cover Art/Layout/Design (*LightWave 3D [7] Character Animation*, *LightWave 3D [8] Character Animation*, *Essential LightWave 3D [7]*, *Essential LightWave 3D [8]*, *CGI Filmmaking*, *The Creation of Ghost Warrior*)
- Magazine Cover Art/Layout (*Keyframe Magazine* Issues #31 and 33)
- Featured Artist: *ACS Open North American Championship Sled Dog Race* (2003)
- Featured Artist: *Yukon Quest International Sled Dog Race* (2001-2004)
- Featured in *Wildlife Art Magazine*, (December 2001, June 2003)

NBC (KTVF) 2001

Fairbanks, AK

Producer

- Production and Direction of 30-second, TV commercial spots

Studio Mythos 2000-2001

Torrance, CA

Co-Founder/Vice President of Production

- Doubled productivity of small teams of artists through effective communication and management
- Directed concurrent projects across departments
- Implemented training courses for artists and animators
- Co-Created and Co-Developed original content for television, feature film and video games

Exile Films 1999-2000

Santa Monica, CA

Founder/Director/Producer

- Directed television and theatrically released commercials
- Co-Developed speculative television series
- Organized off-site free-lance artists, meeting production deadlines and exceeding industry standards for children's video-game "Cinematics"

Walt Disney Feature Animation 1998-1999

Burbank, CA

Animation Team on, *Dinosaur*

- Team-player to animate heartfelt, believable performances for the characters, "Yar" and "Suri"

Netter Digital 1997

North Hollywood, CA

Supervising Character Animator

- Supervised character modeling and animation for *Babylon 5's* fifth season and for TV Movie, *Thirdspace*

Activision 1997

Los Angeles, CA

Lead Character Animator for *Apocalypse* (In-House Team)

- Lead character animator for *Playstation 1* Video Game

Media Station 1995-1996

Ann Arbor, MI

Animator

- Character animation for *Interactive Storybooks* outsourced by *Walt Disney Interactive*, *SegaSoft*, and *Mattel*
- Titles worked-on include: *101 Dalmatians*, *Pocahontas*, *Winnie the Pooh and the Honey Tree*, *Puzzle Castle* and *Fractured Fairy Tales*