

Caleb Sawyer
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TECHNICAL SKILLS

Illustration: traditional media, Illustrator, Photoshop, Painter

3D modeling, rigging, texturing: 3D Studio Max, Maya, Zbrush

2D and 3D Animation: traditional media, Flash, After Effects, 3D Studio Max, Maya

Sculpting, Model Building: traditional media, CNC, Machine

Video Editing: Final Cut Pro, After Effects

WORK EXPERIENCE

Contract Artist, Caleb Sawyer
1999 – Present

Colorist/ Artist, Cheeks-74 Studios

Providing color scripts for several animation projects and comic books. Background paintings based on my color scripts as well as from others. Producing final colors for an unannounced graphic novel for DC comics.

SailPoint Technologies

Artist/Animator. Worked with marketing department to establish what they wanted their video to communicate. Worked closely with a writer to develop a concept and a script. Produced and edited the final video including storyboards, concept design, 2D and 3D animation and compositing.

The Magic Woods

A children's television program. Along with the show's creator, I helped develop the designs of several characters as well as develop the style and technique for creating the backgrounds for the animation.

ConocoPhillips

Worked with Art Director to create several vignettes featuring working automobile engine, inside and out. I drew up storyboards and worked out motions and camera angles before modeling, texturing, animating, and compositing to produce the final videos.

Lucas Film, Leap Frog
Star Wars: Clone Wars handheld game
Rigging and lead character animator.

Walt Disney Imagineering
Art Director for Interactive Kiosk for Spaceship Earth attraction at Epcot Center
For this project, I managed the India-based art team, worked with the programmer on technical requirements and logistics and modeled, rigged and animated the introductory and ending sequences.

Sensodyne
Created character design, modeling, texturing and animation for online boxing game for Sensodyne's website.

Other Clients include: Abreva , DeVry, DOW, JPMorgan Chase, Kendal Oil, Longhorn, New York Models, Phillips, Sennheiser, Sensodyne, Sprite, Tums and Zippo.

Co-Creator/Owner and Art Director, Youth Radio Network (Los Angeles, CA)
June 2000 - October 2000

Lead Artist/Animator, Realtime Associates (Los Angeles, CA)
November 1999 - May 2005

3D Artist and Industrial Designer, Davison & Associates (Pittsburgh, PA)
October 1998 - July 1999

EDUCATION

AS Specialized Technology, Computer Animation/ Multimedia
The Art Institute of Pittsburgh
Graduated October 1998