

Pepe Valencia
Baraboom! Studios
www.baraboomstudios.com

Pepe Valencia is the Founder and Previsualization Director of Baraboom! Studios, a previsualization company helping Directors to visualize their ideas before they shoot. Baraboom!

Before creating Baraboom! Studios, Pepe joined Imagi Animation Studios in September 2007, where he served as Director of Photography for the film *Astro Boy* .

Pepe worked at Sony Pictures Imageworks starting in 1996 until 2007, where he served as Animation Supervisor on *The Aviator* , *Peter Pan* , and *Charlie's Angels: Full Throttle* . Other credits include *Surf's Up* , *Open Season* , "*Beowulf*" , *Stuart Little 2* (winner of the VES Award for Best Character Animation in an Animated Film), *Harry Potter and the Sorcerer's Stone* , the Academy Award(R) nominated *Hollow Man* , the Academy Award nominated *Stuart Little* , *Godzilla* and the Academy Award nominated *Starship Troopers* .

He did Director's Layout with Robert Zemeckis on *The Polar Express* , Gil Kenan on *Monster House* and Brian Singer on "*Superman*".

Before joining Imageworks, Pepe worked at Cinesite as a Technical Director on *Space Jam* and at a number of smaller production houses. He served as a member of the Animated Short Films jury for the 2001 ASIFA Annie Awards and has written articles for Cinevideo 20 and Campana. He is co-author of the book *Inspired 3D Short Film Production* . He has taught Maya Master Classes from Seoul to San Diego and is a Maya Master Class presenter on the Alias DVD, *Previsualization: From the Director's Concept to the Stage* .

Pepe is a member of the ASC-ADG-VES Joint Technology Subcommittee on Previsualization.

Pepe holds a Junior's Teacher Degree from the Autonomous University, Madrid; a Computer Programming Diploma from Universidad Pontificia Salamanca; and received a Fulbright Scholarship to pursue a MFA degree in Computer Graphics from the Pratt Institute, New York. He has taught courses at the IDEP; the Gnomon School of Visual Effects, at AnimationMentor and at California Institute of the Arts where as a faculty member of the Program in Character Animation.

He has lectured at the Reina Sofia Art Center, the Universidad Complutense de Madrid, Universidad Politecnica Castellon, Action-Filmmaking in Kuala Lumpur, Mundos Digitales A Coruna, IDEP Barcelona, and Virtuality in Torino. In addition to a strong background in both the visual arts and computer technology, Pepe brings to animation a breadth of experience in theater including four years with TEC in Madrid.

PROFESIONAL EXPERIENCE

Feature film

07/09 Present **Baraboom! Studios**. Culver City, CA.
09/07 07/09 **IMAGI** Animation Studios, Sherman Oaks, CA.
11/96 08/07 **Sony Imageworks** Culver City, CA.
06/96 11/96 **Cinesite**, Hollywood,CA.

Teaching

09/06 05/07 **Animation Mentor**. Story to Layout Online School.
09/02 05/07 **CALARTS**, California Institute of the Arts. 3D Animation Workshop .
09/00 06/01 **Gnomon School of Visual Effects**, Character Animation .

TV Commercials

02/92 06/96 4D Grafix (ATANOR), Madrid.
09/91 01/92 Broadway Video, New York.
11/89 08/90 Art Machines, New York.

EDUCATION

09/90 08/91 M.F.A. Computer Graphics. Pratt Institute, NY. (pending thesis).
06/88 12/89 Certificate in computer Animation. Pratt Manhattan, NY.
09/84 06/86 Computer Programming Diploma. Pontificus University, Madrid.
09/78 06/82 Junior's Teacher Degree. Autonomus University, Madrid.
1978 Ceramics. Rosales College. Madrid. (first year).
1980 Dramatic Art. Universidad de Cordoba. (first year).

PUBLICATIONS

07/02 3D INSPIRED SHORT FILM PRODUCTION . Premiere Press. Co-Author.
07/03 Previsualization: From Director's idea to the Stage . Maya Master Class, DVD. Co-Author.
87-97 Written CG articles for Magazines Campana and CineVideo 20.

HONORS

09/90 07/91 Fullbright scholarship. Project: MFA Computer Animation.
09/84 07/86 Fundacion Hogar del Empleado. Project: Programming.

LECTURES / CONFERENCES / WORKSHOPS

07/06 Universidad Politecnica . History of Animation Castellon. Spain
07/06 Mundos Digitales. Monster House . A Coruna. Spain.
07/06 Action Cut. The Art of Animation. Kuala Lumpur. Malaysia
09/05 VRMMP. The Art of Animation . Torino. Italy.
12/03 December 3. Maya Master Class. Seoul
07/03 Siggraph 03 . Maya Master Class. San Diego
07/04 Mundos Digitales. The 3D Camera . A Coruna. Spain.
08/04 Universita di Torino. 3D Short Production . Torino Italy.
11/03 Virtuality. Charlie s Angels and Peter Pan . Torino . Italy.
12/02 Maya Master Class. Camera Direction . Seoul, Korea.
09/02 CalArts. "CG Animation Workshop" Valencia, CA.
07/00 IDEP, Escuela de Imagen y Diseno, "CG Production" Barcelona.
03/94 III Jornadas Ex-Tipo "Morphing -Warping Metamorfosis ;Comlutense University. Madrid
12/88 Animatron. "Computer and Designer", REINA SOFIA Art Center.

EXHIBITIONS / AWARDS

1991 Reina Sofia Museum of Art. "Cuadro a cuadro". Art and technology Group Exhibition. Madrid.
1990 Siggraph 90 "Hely-Body", exhibited at the CUBICOM GALA. Aug 90. Dallas.
1992 Reina Sofia Museum of Art. "II Biennial of the Moving Image". Group Exhibition.

OTHERS

2001 Asifa Annie Awards. Jury for Short Animated Films category. Hollywood, CA.
2000 UCLA. Clases in Photography and Sculpture.
1996 DRAWINGS Member of the CIRCULO DE BELLAS ARTES since 76'.
1997 Member of TEC. Theater Company 75/82.

Shot Reel Breakdown

Feature Films

Beowulf (2007) SPI - Senior Animator Keyframe Character Animation and Keyframe based in MocaP.
Surf s Up (2007) SPI - Senior Animator Keyframe Character Animation.
Superman (2006) SPI - Director s Layout Working with Director Brian Singer and VFX Mark Stetson in building the camera for the opening sequence. (2 minutes).
Open Season (2006) SPI - Senior Animator Keyframe Character Animation.
Monster House (2006) SPI - Director s Layout Working Directly with Director Gil Kenan and director of Photography Xavier Perez Grobet To create camera Direction. 600 Shots.
The Aviator (2004) SPI - Animation Supervisor Supervising Rigging and Animation.
The Polar Express (2004) SPI - Director s Layout Working directly with Director Robert Zemeckis To create camera Direction in three sequences
Peter Pan (2003) SPI - Animation Supervisor Supervising Rigging and Animation in Shadow Sequence and other shots. Supervising 8 animators over 23 shots
Charlie s Angels: Full Throttle (2003) SPI - Animation Supervisor Supervising Rigging and Animation in Shadow Sequence and other shots.
Tadpole (2002) SPI - Senior Animator Keyframe Character Animation
Stuart Little 2 (2002) SPI - Lead Animator Responsible for the Cat s animation Shots. Working closely with Rigging and Software Department to build the Facial pipeline. Leading 8 animators over 50 shots.
Harry Potter and the Sorcerers s Stone (2001) SPI - Lead Animator Working directly with Robert Legato to create camera direction and animation in the Quidditch Sequence.
Hollow Man (2000) SPI - Animator Facial Animation, and Keyframe Animation based on Live Reference.
Stuart Little (1999) SPI - Animator Keyframe Animation of Stuart Little. 24 Shots.
Godzilla (1998) SPI - Technical Director Lighting Shots with Renderman.
Starship Troopers (1997) SPI Lighting Technical Director Lighting Shots with Renderman, and Effects Animation in Maya
Space Jam (1996) Cinesite Hollywood - CG Artist lighting shots of the Stadium Sequence. Some other generalist stuff as animation, morphing and effects to shots

Films non Credited

Haunted Mansion . Camera Layout on Stage for one sequence.
Snow Falling on Cedars . Snow Particles Development.
Cursed . Character Development and Animation Tests.
Lion and the Witch Beaver Character cycles and poses tests.
Broom Widow . Character Setup Development and Animation Tests.
Matrix . One Animated Shot

TV Commercials

"Hoover" (2001) - Lead Character Animator.
Sony Wonder (1998) Lighting. "What Are you dreaming"(1997) Animator.

Direction

12 Principles - Direction, Concept and Idea of 12 shots based in the 12 principles of Animation from Frank Thomas and Ollie Johnston. In-House project.