



# DANA CORRIGAN

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2D CHARACTER ANIMATOR

## SHOT BREAKDOWN (IN ORDER OF FIRST APPEARANCE)

### Christmas E-Card; Bowdoin College

- Software: Flash, After Effects, Photoshop
- Tasks: Animation, Character Design, Storyboards, FX, Compositing, Editing
- Credits: Backgrounds and Color Design provided by Threnody Gawron.

Bowdoin's christmas e-card features the president's two labs, Pete and Emmie, on a playful adventure through the college's landmarks, where they meet the spirit of Bowdoin, represented by a polarbear cub. The film was created over the span of a month. I was the lead, and subcontracted Threnody to create the environments. This project incorporated a lot of animal action, with time spent researching on the different ways bears and dogs show playfulness and interaction.

### Fate Saga; Animated Trailer

- Software: Photoshop, Illustrator, Flash, Maya
- Tasks: Director, Writer, Character Designer, Animator, Composer, Basic Effects
- Credits: <http://fatesagathesis.blogspot.com/p/about-crew.html>

Fate Saga's animated trailer was created as the visual component of my MFA Thesis, and was made from a script of the pilot episode. I collaborated with over 50 students throughout the trailer's production, and hosted seminars where I taught some of the technical skills needed to produce the animation. This trailer was used as an experiment to test the character designs, animation and merging 2D characters and effects in a 3D environment. Overall, all of the Fate Saga work presented for these last three pages I've managed to do in about three years. [www.fatesaga.com](http://www.fatesaga.com)

### Crybot; The Storyship

- Software: After Effects
- Tasks: Crybot's Puppet Rigging, Puppet Animation, Special Effects (eyebeams and smoke), Text Animation, Compositing the Rig into the live action scene.
- Credits: Crybot's puppet parts and live footage was provided to me by The Story Ship.

Crybot is a live action/animation hybrid about a little boy who meets a hypersensitive robot whose confidence has been tarnished by bullies.

### Endtown; Short Film for Online Comic Series

- Software: Photoshop, After Effects
- Tasks: Animation, Smoke Effects
- Credit: Character Designs, background and script provided by Aaron Neathery

This sequence is the beginning of the film, showing what happens on the surface of the earth, before the camera would pedestal down far underground, to the town where the story takes place. This shot was meant to show the Topsiders (the ones in suits) and the MUTT's (the machines with tentacles), and showcase both how barren the 'topside' of the world was, along with how creepy and threatening the Topsiders and MUTT's are.

### Test Flight; Short Film

- Software: Illustrator, After Effects
- Tasks: Car Rigger and Animator, Butterfly Animator, Technical Director
- Credits: Test Flight and all designs for it belong to Tracy MacLauchlan. For the  $\frac{3}{4}$  shot of the car going down the cliff, I was provided a previs 3D model of a sphere going down the cliff, to show the timing of the car and the butterflies that Tracy was looking for.

For this film, I was provided designs, storyboards and a simple previs animation, and asked to build and rig a 2D car that could give the illusion of moving in 3D. I built the pieces in Illustrator, designing the car so that the parts could be moved to imply that the car was tilting up or down. For the butterflies, I illustrated several angles of them in Illustrator and created several, varied clusters of butterflies in After Effects.

### Handi's; Television Pilot

- Software: Flash
- Tasks: Character Animator (Roughs, Inks)
- Credits: Character Designs, Storyboards, Direction, Colors and Rendering provided by Zelda Vinciguerra.
- This pilot was for an adult series about a restaurant run by handicapped staff and the general issues they encounter both from their disabilities and also by difficult customers. I was the animator for Willim, a snarky, paraplegic waiter. In this scene, he is being sarcastic with a customer who had complained about her steak not being rare enough.

### **Coyote Dinner; Short Film**

- Software: Flash, After Effects, Premiere
- Tasks: Puppet Illustrating and Rigging, Animation, Compositing, Editing, Art Directing
- Credits: Coyote Dinner is based on a children's book of the same name, by Nate Marsh, and Nate himself illustrated the background.

Early on in this small scale production, it was important to decide what style of animation we would use. We wanted to try and incorporate Nate Marsh's watercolor style into the film. However, most of us had varying degrees of watercolor skill, so animating the film traditionally felt impractical. Thus, I decided on doing a Flash puppet test, with custom-made watercolor textures based on watercolor brush strokes scanned into the computer and converted to greyscale. The style was approved, and I became the Art Director for the project. From that point on, most of my time was spent developing the puppets and interchangeable parts for the three main characters, and showing the animators how to properly animate puppets in Flash. The scene provided in the demo reel was one I animated myself, with the puppets I created. Later in the project, I composited the puppet animations with the bunny clusters provided by some of my teammates, and edited the shots together.

### **Lonely Loves Lonely; Short Film**

- Software: Photoshop
- Tasks: Inbetweens, Inks, Colors, Shadows
- Credits: Concept, layouts, keyframes and character designs by Humoring the Fates Animation Studio

Lonely Loves Lonely is a pantomime 2D short film sponsored by Absolut Vodka, about a lonely service robot and a rich but isolated old man. I was an intern at Humoring the Fates animation studio at the time, and was handed rough keyframes for Pear (the robot)'s animation to in-between, ink and complete.

### **The Dungeon; Advertisement for Comic Series**

- Software: Photoshop, After Effects
- Tasks: Animation, Puppet Rigging, Lightning and Particle Effects
- Credits: Puppet Illustration, script, dialogue and background provided by Shawn Harbin.

I was provided an illustration of the mascot character, Laci, from The Dungeon, which I extracted parts of in Photoshop and turned into a puppet in After Effects. The animated sequences were part of a trailer for a Dungeon Kickstarter campaign. The idea was to provide a short, fun introduction to the character Laci, and to the world of The Dungeon, itself.

### **Float; Short Film**

- Software: Toonboom Animate Pro
- Tasks: Animator
- Credits: Background, Storyboards and Character Designs provided by Anna Glanton

The animation for Float was to have a more wacky, Fooly Cooly (FLCL) influence where the characters would whip around, break model and emphasize motion.

### **Unsounded; Fan Animation**

- Software: Flash, After Effects
- Tasks: Animator, FX, Backgrounds
- Credits: Character Designs and Concept provided by Ashley Cope
- This was my contest entry for the Unsounded Fan Art, Animation and Fiction contest. The short is about one of the children characters of Unsounded, Mikaila, practicing Pyramy to turn heat aspect into fire and redirect it.

### **Larkspur Magic FX; Test Animation**

- Software: Photoshop, After Effects
- Tasks: Animator, FX, Colors
- This is a test animation I created for Fate Saga, to practice with Larkspur's magic

### **ModDB Awards; Dbolical LTD Motion Comic**

- Software: Photoshop, Illustrator, After Effects
- Tasks: Script Writer, Director, Illustrator, Animator, Text, Compositor, Effects
- Credits: Characters were provided by DBolical, and consisted of many token characters volunteered by a variety of indie games and game developers.

ModDB was designed as both a printable panel-based comic and a motion comic. I began this project as simply an illustrator with some influence over the script, and a separate animator would take the panels and add motion to them. However, partially into the project my tasks evolved to include recruiting and directing the sound production, as well as animating the comic. Ultimately I ended up leading a team of 3 voice actors, 2 sound designers, a graphic designer and one other animator to spearhead production under a tight deadline. DBolical Ltd. is a forum for Indie Game and Mod developers, and as such there were many characters from the variety of games on their forum that they and the developers had us include as cameos and speaking roles within a fun, campy story about the video game characters having a fight over who is the most deserving of the ModDB, IndieDB and SlideDB awards.