

# Curriculum Vitae

---

## Chris Derochie

20955 Golf Lane, Maple Ridge, B.C. Canada V2X 3M5

Ph. 604 476 9738 Mobile: 604 374 8457

e-mail: [chris@poseamation.com](mailto:chris@poseamation.com)

DOB: 9<sup>th</sup> June 1967

---

## OBJECTIVE

As a 25 year veteran in the industry, I have had experience in nearly every aspect, from traditional animation in large studios like Don Bluth and Disney, to small productions, games, products and advertising. I have been a director, storyboard artist, a studio owner, an actor, and an animation teacher. 10 years ago, I taught myself 3d animation and recently moved into visual effects. After animating the principal creature in Dragonball 2009, my goal now is to continue to pursue combining my talent for character animation with my love for visual effects by seeking out creature animation opportunities for film and television visual effects.

---

## VISUAL EFFECTS

---

### Employment

(VISUAL EFFECTS)

Feb 09 – present                      **Bridge Studios**                      Vancouver, Canada

#### Lead 3D Artist

- Created animatics and helped guide a team of 3d artists to design the look of the new signature fx look for Stargate Universe
- 

Oct 08 – Feb 09                      **Zoic Studios**                      Vancouver, Canada

#### 3D Artist

Animated all creature animation for Oozaru character in the feature film, *Dragonball*

- Animated flying demon characters in Maya for the TV series *Reaper*
  - Created all 3d assets for a TV commercial using Maya nCloth
- 

Nov 06 – Jan 08                      **Rainmaker (CIS Vancouver)**                      Vancouver, Canada

#### 3D Artist

Created visual effects from storyboard to final 3d on the award winning TV series Stargate Atlantis -using *Lightwave*

- Animated digital replacement faces for feature film, “Blades of Glory” –using *Maya*
  - Animated 3d hornets for the feature film, “Case 39” –using *Maya*
  - Created growing jungle for Magnum ad – using *Paint FX* in *Maya*
  - Animated 3d bison for TV ad –using *Lightwave*
- 

July 00                                      Windmill Lane (Film House)                      Dublin, Ireland

#### 3D Texture artist

**Stargate SG-1** – Created texture maps for valley destruction scene in episode entitled, “Scorched Earth”.

---

---

## TEACHING

---

Sept 05 - Present      **Animation Mentor**      California, USA  
**Mentor**

- Online mentor for animation students with the California based animation school, [AnimationMentor.com](http://AnimationMentor.com)

---

1994 - Present      **Guest Lecturer**      Worldwide  
**Lecturer**

I have been a guest lecturer at various colleges and businesses such as VFS, Ballyfermot College, Renegade and Natterjack Animation

---

Feb 03 - June 05      **The Animation Workshop**      Viborg, Denmark  
**Animation Instructor** - Taught modules on the following topics:

**Dialogue**, covering the fundamentals of convincing dialogue; the theories and techniques.

- **3D animation**, covering the fundamentals of physics, timing, acting and design for students that were making their final project.
- **Poses and Gestures**, concentrating on how to study people to build a mental library of character traits and how to apply that knowledge to animated characters.

---

## DIRECTING/SUPERVISING

---

**Employment**  
(DIRECTING)

May 05 – Present      **The RESISTORS**      Dublin, Ireland  
**Animation Director/Character Animator/FX Animator**

- Animation Director, modeling supervisor, storyboard artist and all character animation and effects animation for the pilot episode of the Irish 3D animation series The RESISTORS.

---

June 05 – Present      **EA Games**      Dublin, Ireland  
**Artistic Supervisor**

- Supervising the creation of hundreds of 3D head models of sports characters for EA sports games.

---

Nov 04      **Havok**      Dublin, Ireland  
**Artistic Supervisor/Animator**

- Designed and supervised the creation of signature character for Havok to be used in a new product. Also created all essential animation for the figure in both Maya and Character Studio.

---

Jan 03 – Present      **Cubed**      Dublin, Ireland  
**Artistic Director/Co-founder**

- Created Cubed – an animation service studio and content provider.
  - Control team of artists, animators and modelers
  - Create content for on-line shop <http://www.cubed.ie>
-

**Employment**  
(DIRECTING)

---

Jan 03 – Aug 03                      **Viewpoint/AOL**                      New York, USA

**Content Supervisor/Content Creator**

- Lead a team of artists in the creation of all content assets for the AOL products **Instant Greetings** and **Superbuddies** including 3D models and animation using Maya, 3ds Max and Poser 5.
  - Created 3D animation content for Instant Greetings characters
- 

Sept 01 – Oct 02                      **Curious Labs Ireland**                      Lower Baggot st. Dublin

**Content Supervisor/Content Creator**

- Lead a team of artists in the creation of all content assets for the 3D animation programs **Poser 5** and **Avatar Lab**.
  - Designed and modeled base human figures (not including morph targets)
  - Created library of still poses for all figures except the base woman.
- 

Jan 01 – Sept 01                      **EGISYS AG**                      Tübingen, Germany

**Content Supervisor/Content Creator**

- Animation and 3D modeling supervisor for EGISYS and its subsidiaries, Curious Labs and Curious Labs Ireland. Created the animation and supervised the modeling content for the **CyberOne Awards**
  - Created the web avatar character “**ThreeDee**”.
- 

Aug 99 – Oct 02                      **The Forge Studios Ltd.**                      Celbridge, Ireland

**Producer/Director/Animator/Model Designer/Website designer**

- **PoseAmation Volume 2:** Assembled a small crew of professional modellers, animators and artists from around the world to create the second volume in a series of world-class 3D animation and models on cd-rom.
    - Designed all animated scenes. Animated 75% of total footage.
    - Designed all models except Sea Serpent.
  - Designed and animated a movie trailer styled advertisement for presentation at Siggraph 99 and on the websites of The Forge Studios and MetaCreations.
  - **PoseAmation Volume 1:** Conceived, designed and animated all content of a cd-rom containing royalty free animation.
  - Conceptualized, designed and created all content and code for the original Forge Studios’ website and on-line shop which was featured in the book, “www.animation”
- 

April 95 – Oct 96                      **Natterjack Animation**                      Vancouver, Canada

**Animation Director**

- Directed and animated 40 minutes of animation for the feature film “**Werner 2**” as well as several cd-roms for **Disney Interactive**, including:
    - Hunchback Animated Storybook**
    - Hunchback Game Break**
    - 101 Dalmatians Animated Storybook**
    - 101 Dalmatians Game Break**
    - Mulan Animated Storybook**
    - Mulan Game Break**
  - Traditional animator on two ads for **Nike** using a Japanese Manga style.
-

---

## CHARACTER ANIMATION

---

**Employment**  
(CHARACTER  
ANIMATION)

Feb 05 – March 05      **Poser 6**      Dublin, Ireland  
**Illustration and Poses**

- Created promotional and back of box illustrations for Poser 6 as well as over 1000 3d poses for the product content.
- 

Nov 04      **Caboom!**      Dublin, Ireland  
**Animator**

Animated Lifestyle Sports ad – all character animation.

---

November 2002      **The Element**      Cumberland rd. Dublin  
**Animator**

- Animated television ad for Pavillion shopping centre. Traditional animation with Flash export.
- 

April 2002      **Storyboards Online**      California, USA  
**3D Animator**

- Created characters and animation for television commercial animatic for Molson.
- 

Oct 00 – Nov 00      **The Element**      Dublin, Ireland  
**Freelance 3D Animator**

- Modelled and animated 3D graphics for television using Softimage|XSI.
- 

Sept 00 – Jan 01      **Curious Labs**      California, USA  
**Freelance 3D Animator**

- 3<sup>rd</sup> Party developer of new add-on to the Poser Animation program – **Poser ProPack**. Provided animation for new web characters.
- 

Sept 00 – Oct 00      **Filmkameratene**      Oslo, Norway  
**Freelance Traditional Animator**

- Traditional animator on feature film, “**Karlsson on the Roof**”.
- 

Nov 99 – March 00      **TerraGlyph Animation**      Dublin, Ireland  
**Freelance Character Animator**

- Traditional animator on the feature film, “**Duck Ugly**” (unpublished)
- 

May 00      **Monster Animation**      Dublin, Ireland  
**Freelance Character Animator**

- Traditional animator on the Madonna Music video, “**Music**”
- 

Sept 99 – Jan 01      **Incarnation**      California, USA  
**Freelance 3D Animator**

- Animated game action scenes for an online role playing game entitled, “**Incarnation**” All characters were animals or mythical creatures.
-

<b>Employment</b> (CHARACTER ANIMATION)	Jan 99 – Aug 99	<b>TerraGlyph/A-Film</b>	Ireland/Denmark
	<b>Freelance Traditional Animator</b>		
	<ul style="list-style-type: none"> <li>• Traditional Character animator on feature film entitled, “<b>Help! I’m a Fish!</b>”</li> <li>• Animated entire “Joe’s transformation” sequence as well as many other sequences and individual scenes.</li> </ul>		
	June 99	TerraGlyph Interactive/Warner Bros.	Ireland/USA
	<b>Freelance Traditional Animator</b>		
	<ul style="list-style-type: none"> <li>• Animated all character scenes for Bugs Bunny/Yosemite Sam section of website animation for Warner Bros.</li> </ul>		
	May 99 – June 99	<b>MetaCreations</b>	California, USA
	<b>Freelance 3D Animator</b>		
<ul style="list-style-type: none"> <li>• 3<sup>rd</sup> Party developer of the <b>Poser 4</b> Animation program. Provided animation for the Walk Designer and extra animation content.</li> </ul>			
Dec 98 – Jan 99	<b>Rich Animation Studios</b>	California, USA	
<b>Freelance Traditional Animator</b>			
<ul style="list-style-type: none"> <li>• Animated bridge fight sequence and other various scenes from the feature film, “<b>Scarecrow</b>”.</li> </ul>			
Sept 97 – July 98	<b>Rich Animation Studios</b>	California, USA	
<b>Freelance Traditional Animator</b>			
<ul style="list-style-type: none"> <li>• Senior animator of feature film entitled, “<b>The King and I</b>”.</li> </ul>			
Nov 96 – Aug 97	<b>Creative Capers Entertainment</b>	California, USA	
<b>Freelance Traditional Animator</b>			
<ul style="list-style-type: none"> <li>• Traditional character animator for several cd-rom games and storybooks for <b>Disney Interactive</b>, including:           <ul style="list-style-type: none"> <li>-<b>Hades Challenge</b></li> <li>-<b>Hercules Animated Storybook</b></li> <li>-<b>Aladdin Math</b> (also designed Bizarrah character)</li> <li>-<b>Hercules Heroquest</b></li> <li>-<b>Little Mermaid</b></li> </ul> </li> </ul>			
Jan 95 – March 95	<b>Various Companies</b>	Vancouver, Canada	
<b>Freelance Traditional Animator</b>			
<ul style="list-style-type: none"> <li>• Freelance animator on several projects, including:           <ul style="list-style-type: none"> <li>-<b>Toonstruck</b> (computer game) Animated “Spike the Clown” sequence and “Scarecrow/Carecrow” sequence.</li> <li>-<b>Mutant League</b> (television series) Storyboarded 1 episode.</li> <li>-<b>Mars Moose</b> (interactive game) Traditional character animator</li> <li>-<b>Land of Google</b> (television special) Traditional character animator</li> <li>-<b>Prince of Atlantis</b> (television series) Storyboarded 1 episode</li> </ul> </li> </ul>			

---

**Employment****(CHARACTER ANIMATION)**Jan 93 – Dec 94      **Walt Disney Television Australia**      Sydney, Australia**Traditional Animator**

- Traditional character animator for many television and feature projects, including:
  - The Return of Jafar** (Feature film – sequel to Aladdin)
  - A Goofy Movie** (Feature film – worked on Powerline sequence)
  - Bonkers** (television series)
  - Aladdin** (television series)
  - Quack Pack** (television series with Donald Duck)

Nov 92 – Dec 92      **Richard Williams/Mirimax**      London, England**Freelance Traditional Animator**

- Traditional character animator the feature film, “**The Thief and the Cobbler**” (also released as “**The Princess and the Cobbler**”)

April 89 – Oct 92      **Sullivan Bluth Studios/Don Bluth**      Dublin, Ireland**Traditional Character Animator**

- Traditional character animator on the following feature films:
  - Rock-a-Doodle**
  - A Troll in Central Park**
  - Thumbelina** (also acted the role of Prince Cornelius)
  - The Pebble and the Penguin**

May 84– March 89      **Various Companies**      Vancouver, Canada**Freelance Traditional Animator**

- Traditional character animator for numerous projects such as, television specials, television series, commercials, and feature films, some of which include:
  - The Babar Movie** (Feature film for Nelvana/Gord Stanfield Animation)
  - Grandbillie** (Television special for Gord Stanfield Animation)
  - Strawberry Fields** (A Michael Jackson feature that was never released)
  - Shamu** (Television special for Lion’s Den/Delaney and Friends)
  - The Wright Brothers** (Television special for Delaney and Friends)
  - The Raccoons** (Television series for Hinton/Nelvana)
  - Earl’s Chicken** (Television commercial that received high acclaim)

---

**WRITING****Writing History**Feb 04 – Present      **Advanced Animation Book**      Dublin, Ireland**Author of Animation book**

Currently writing a book of advanced animation techniques for all areas of animation – traditional, 3D, games, television, etc.

Dec 02 – Present      **Fantasy Novel**      Dublin, Ireland**Author of Fantasy novel**

- Currently writing a fantasy novel series and creating all illustrations.
-

---

## ACTING

---

### Acting History

2005 Actor – Whatever Love Is Dublin, Ireland

- Played Andrew Parker’s army buddy and various background characters in TV movie.

---

2005 Actor – television/print ads Dublin, Ireland

- Acted in several ads such as Smart Telecom, Irish Independent, and Irish Rail, through Assets modeling agency and Movie Extras

---

2004 **Actor - Short Film** Dublin, Ireland

- Played main character Mr. Malloy in short film “Fergus” by Michelle Becker

---

1995-1996 **Extra** Vancouver, Canada

- Extra in several episodes of The X-Files and The Outer Limits

---

1991 **Actor - Feature Film** Dublin, Ireland

Live action reference actor for Prince Cornelius in “Thumbelina” for Don Bluth Studios

---

1984-1989 **Extra** Vancouver, Canada

- Extra in episodes of the following series:  
21 Jump Street, MacGyver, Wiseguy, Danger Bay, Stingray, Unsub

---

1985 **Musical Theatre** Vancouver, Canada

- Played Naphali in a production of “Joseph and the Amazing Technicolor Dreamcoat” in the Queen Elizabeth Playhouse and a variety of other plays and musicals.
-

<b>Software Knowledge</b>	Maya Lightwave Vue Fusion (basics) Poser – <i>Named as the Premiere Poser User by Curious Labs, the creators of Poser.</i> Softimage XSI	Painter Flash Sony Vegas Photoshop Premiere Dreamweaver/Fireworks Animation Master
<b>Education</b>	Animation: <b>Self-taught</b> Computer animation and modeling: <b>Self-taught</b> Computer skills: <b>Self-taught</b>	
	Sept 85–June 86 <u>Emily Carr College of Art and Design</u> <u>Vancouver, Canada</u> <b>Foundation Year</b> <ul style="list-style-type: none"> <li>• Courses in Drawing, Painting, Design and sculpture.</li> </ul>	
	1983–1985 Port Coquitlam Senior Secondary Port Coquitlam, Canada 1980–1983 George Pearkes Junior Secondary Port Coquitlam, Canada	
<b>Hobbies and Interests</b>	Acting, writing, reading (prefer fantasy and sci-fi), hockey (Goaltender), inline skating, fencing, Kenpo karate, playing saxophone, weightlifting, scuba diving, rock climbing, hiking, watching films.	
<b>Referees</b>	<ul style="list-style-type: none"> <li>• <b>Bruce Woloshyn</b> – CIS Vancouver ph. 604 874 8700</li> <li>• <b>Bobby Beck</b> - Owner of Animation Mentor Ph. 510 809 1177 (USA) e-mail <a href="mailto:bobby@animationmentor.com">bobby@animationmentor.com</a></li> <li>• <b>Don Bluth</b> (Don Bluth films) <a href="mailto:don@donbluth.com">don@donbluth.com</a></li> <li>• <b>Gary Goldman</b> (Don Bluth Films) <a href="mailto:gary@donbluth.com">gary@donbluth.com</a></li> <li>• <b>Richard Rich</b> (Owner of Rich Crest Animation) Ph. (818) 846 0166 (USA)</li> <li>• <b>Barry Ward</b> (Bardel Entertainment) <a href="mailto:barry@bardel.ca">barry@bardel.ca</a></li> </ul>	

To Whom It May Concern,

I had the pleasure of meeting Chris when he moved to Vancouver to begin visual effects production on the feature film *Blades of Glory*. Chris served as an animator on the picture at our facility in Vancouver. Upon the completion of the film, Chris was then assigned to the artist team working on the *Stargate: Atlantis* television series.

I remember being struck by the energy that Chris put into his work and that, as a fan of the *Stargate* franchise, how much he enjoyed his assignment to the project.

Chris is an artist of many talents. However, it is his ability to capture the subtle nuances of motion that I have always been impressed with. Chris truly is an animator; a performer in his own right. Add to this, his dedication to his craft and his commitment to deadlines, and you have an artist that will work well on *any* project.

These qualities aside, it is Chris's attitude that has always impressed me the most. In this world of deadlines and pressure, Chris's ability to deal with both (and smile while he's doing it) always made him stand out to me.

I am happy to recommend Chris Derochie. He will not disappoint.

Kindest Regards,

Bruce G. Woloshyn  
Visual Effects Supervisor  
CIS Vancouver

-----  
Cheers,  
Bruce

-----  
Bruce G. Woloshyn | Visual Effects Supervisor  
cis vancouver || 50 West 2nd Ave | Vancouver BC | V5Y 1B3  
p. 604.874.8700 | f. 604.872.2106  
[bruce.woloshyn@cis-vancouver.com](mailto:bruce.woloshyn@cis-vancouver.com)

To Whom it May Concern,  
5/25/2006

Chris Derochie is currently a mentor at AnimationMentor.com in which I am CEO and co-founder. He has been working with us now for several quarters. I have known Chris from the industry for quite a long time and finally have the privilege of working with him.

Chris is a conscientious, highly-skilled instructor and amazingly talented animator. His energy and attitude are absolutely a joy to work with. He cares so much about animation and sharing his knowledge with others. It is often difficult to possess both super talent and the ability to communicate the "know-how" behind what makes something look and feel alive. Chris possesses both of these qualities perfectly.

I don't think anything can get Chris down. He is a good person inside and out and I'm honored to have him on our team. He has keen insight into the learning process, for which we look to him for his input and expertise in our needs analysis, project management, course development, and classroom instruction. Chris' unique instructional techniques and excellent people skills have consistently received rave reviews from his students. Every time students' get Chris as their mentor they always request to have him again. Of course if we accommodated them all the whole school would be called "The Chris School of Animation. ☺" Again, we are lucky and extremely pleased to have Chris' talent, energy and dedication on our team.

If you would like to speak to me about Chris' skills, talents and work habits, feel free to call me at: 510-809-1177ext.27

Sincerely,

Bobby Beck  
[bobby@animationmentor.com](mailto:bobby@animationmentor.com)  
510-809-1177ext.27  
CEO and Co-Founder of AnimationMentor.com

## **Recommendations For Chris as [Animation Director/Animator](#)**

***"Chris is one of the greatest computer animators in the world. Period. I've worked with hundreds, and there aren't many of his caliber."***

**Larry Weinberg *CEO, Curious Labs, Inc.***

### **Natterjack Animation**

"I was very fortunate to have Chris as my director at Natterjack, and learned much from him. As an animator he was immensely gifted, with an excellent performance and timing sense; as a director he was a fantastic communicator, with a wealth of knowledge and experience which he freely and enthusiastically shared. Working with Chris is a truly symbiotic experience: he's one of those rare breeds that can get the best out of you and leave you richer for it at the same time. I enjoyed working with Chris and would welcome any opportunity to do so again." March 25, 2008

**Victor Marchetti, *Character Animator, Natterjack Animation***

### **Mentor - Animation Mentor**

"Chris has been a terrific mentor for the students at Animation Mentor. He clearly not only knows animation like the back of his hand, but has the passion and patience to teach it as well!" March 25, 2008

**Shawn Kelly, *Senior Animator at Industrial Light & Magic (ILM) Owner, Animation Mentor***  
([animationmentor.com](http://animationmentor.com))

"Bright, dedicated and skilled, Chris garners my unequivocal recommendation. He has been an inspirational mentor to the students at AnimationMentor.com." April 4, 2008

**Becky McDonald, *School Director, AnimationMentor***

"Wow, I just dont know how Chris can hold all his vast experience and knowledge in his brain! How is it possible that he can be such a talented animator, story writer and also be such a great teacher? I suspect him being from another planet... I was incredibly impressed by his dedication when he thought me the ins and outs of an making stories for animation. And I really appreciated his honesty. Also it was great fun having him as a teacher because he has such a great sense of humor. I envy the guys who has Chris as a lead!" September 18, 2008

**Dick Sjöström, *Student, Animation Mentor***

"Without a doubt, Chris Derochie is one of the most influential mentors that I have had at Animation Mentor. His enthusiasm for both teaching and animation is unrivalled, and he always went the extra mile during his lectures and Q&A sessions to ensure that his students got the most out of what he had to offer. His positive, energetic personality and his great sense of humor made his classes not only informative but enjoyable and fun as well. I'm so grateful I got the opportunity to learn from him during my time at Animation Mentor!" May 29, 2008

**Buffy Bailey, *Motion Capture Intern, High Moon Studios***

"I count my time in Chris's class at Animation Mentor as the most fun, the most challenging, and perhaps even the most wacky three months of the whole program. He's tough, and he pushes his students until they realize they can do so much better than they had imagined. And then he pushes them a little more. He presents what he knows in a fun entertaining way that really sticks, as great storytellers do. I would be thrilled to find myself working in the same studio as Chris someday and I will miss his constant challenge as I start animating on my short!" January 7, 2009

**Cristin McKee *Student, Animation Mentor***

“Chris' strength is not limited to his ability to teach just animation, but in his vast knowledge of physics, acting, psychology and story writing. I learned a tremendous amount from him. He was always honest about my animation, but was never discouraging. He always pushed us to do our best and to never give in to the cliché idea or the simple way out, but to find the best way to convey our ideas. I would love to get the chance to work with him in the future.” May 17, 2008

[Brian Sueyoshi](#), *Graduate, AnimationMentor*

“Chris combines a deep knowledge and passion for animation with an excellent, engaging approach to passing along that knowledge. I was lucky to have his input as I was learning animation, and hope to get to work with him again someday!” March 28, 2008

[Aja Bogdanoff](#), *Student, AnimationMentor*

“Chris was - by far, the best mentor I had in AnimationMentor.com. The lessons were great, taught in a brilliant, straight forward manner, funny as hell and insightful. I was really looking forward to it, because I knew I will laugh out loud! I was inspired by his passion for animation and film, his deep understanding of animation and cinema and his great way of teaching.” March 25, 2008

[Ziv Kitlaro](#), *Animation Student, Animation Mentor*

“Chris is totally dedicated in bringing out the best out of you. Learned a lot of things from his critiques even though they were brief, and straight to the point; they were always full of valuable information. He really pushes you to do best and encourages you to even go further and beyond. Definitely one of the best mentors I had in Animation Mentor.” March 25, 2008

[Magnus Yu](#), *Student, Animationmentor.com*

“I had the pleasure of having Chris as my Mentor for Beginning Short film at AnimationMentor. He's a consummate professional, with a good eye for story and detail. Never one to mince words, Chris encourages the best from everyone he works with. My work has improved immensely with his guidance and I recommend him fully.” March 25, 2008

[Seth Reek](#), *Sr. Character Animator/ Character Designer, Knowledge Adventure*

“Totally dedicated, professional, and funny! A great mentor.” September 14, 2007

[Kenny Roy](#), *Animation Mentor, AnimationMentor.com*

“Chris is one of the best mentors I had in the AnimationMentor school. His critiques were always full of insights that show a deep and solid understanding of the animation art. He was direct and full of ideas, and I always came out of the lesson with renewed energy to improve my work.” September 2, 2007

[Emanuele Pavarotti](#), *student, AnimationMentor*

“Chris managed to open my eyes to the huge world of story and cinematography in the short span of 3 months and has sparked a real passion in me to delve in further. The Q&A's were not only entertaining but jam packed full of information and Chris' teaching style really pushed me to get the best out of my time at AM. A truly inspirational person and teacher.” November 13, 2008

[Andrew Innes](#), *Student, Animation Mentor*

“Being mentored by Chris has easily been one of my best experiences at Animationmentor. He is clearly passionate about what he is doing and is able to convey complicated subjects in a way that is both clear and exciting. His dedication to his students is fantastic and he clearly cares about their work. His years of experience really comes through in his critiques. I am grateful to have had the opportunity to have Chris as my mentor and can't recommend him highly enough.” October 5, 2008

[Michael Auerswald](#), *Student, AnimationMentor*

“To have Chris as a teacher was a great formative and creative experience. Chris can push you to your best and this is what a great teacher does. I felt challenged and inspired both to express what was peculiarly mine and to learn to communicate it clearly to the audience. I miss his constant challenge and I would truly love to get to

work somewhere with him in the future.” September 12, 2008

[Marta Bencich](#), *Student, Animation Mentor*

“Without a doubt, Chris Derochie is one of the most influential mentors that I have had at Animation Mentor. His enthusiasm for both teaching and animation is unrivaled, and he always went the extra mile during his lectures and Q&A sessions to ensure that his students got the most out of what he had to offer. His positive, energetic personality and his great sense of humor made his classes not only informative but enjoyable and fun as well. I’m so grateful I got the opportunity to learn from him during my time at Animation Mentor!”

[Buffy Bailey](#), *Motion Capture Intern, High Moon Studios*

“You feel that he's really passionate about animation, and has a lot of experience in the animation industry. His critiques were one of the bests at AnimationMentor and pushed me a lot! The Q&A's were never boring and always full of animation energy. He has a great attitude and with no doubt I can imagine to work with him at some point in my life ... RECOMMENDED!” September 17, 2008

[Patrick Gschwind](#), *Motion Graphics Designer, X-Site AG*

## [Owner, The Forge Studios Ltd.](#)

“Chris was very creative and innovative. His products were very influential in an emerging market and helped to get people interested in doing 3D animation. He continues to provide great input to our company after several years doing professional animation.” March 25, 2008

[Dan Farr](#), *President, DAZ Productions*

## [Animator - Sullivan Bluth Studios](#)

“Chris is a veteran character animator. He worked with us at Sullivan/Bluth Studios and Don Bluth Entertainment, Ireland, Ltd. for several years, up through 1995. Our experience with him was a good one. Chris is professional, providing excellent feature-quality animation. He is efficient, delivering high quality, well-drawn (on-model) animation with high priority on budget and schedule needs of production. It is my extreme pleasure to endorse or recommend Chris Derochie as an animator to any animation production company. Sincerely, Gary Goldman Producer/Director Don Bluth Films, Inc. gary@donbluth.com” March 25, 2008

[Gary Goldman](#), *Producer/director, Sullivan Bluth Studios*

managed Chris indirectly at Sullivan Bluth Studios

“I worked with Chris early in his career and found him to be a very talented and productive animator, as well as a good natured addition to the animation team. I have watched his progression over the years to grow into a very capable seasoned animation veteran with an outstanding work ethic. He shows fine leadership skills and shares his knowledge skillfully with younger animators. I am very happy to endorse Chris.” March 25, 2008

[T. Dan Hofstedt](#), *Directing Animator, Sullivan Bluth Studios*

managed Chris indirectly at Sullivan Bluth Studios

## [Rainmaker](#)

“Chris is an exceptionally skilled animator with a great work ethic and mature attitude. He has many years of production line experience giving him a broad understanding of production in general. I would strongly recommend him to any potential employer.” March 25, 2008

[Nicholas Boughen](#), *VFX Supervisor, Rainmaker, Vancouver*

managed Chris at Rainmaker

“Chris was a pleasure to work with. His quality of work and dedication to projects were definitely standouts and he showed great leadership qualities.” April 15, 2008

[Naomi Stopa](#), *VFX Production Manager, Rainmaker*

managed Chris indirectly at Rainmaker

“Chris is an extremely talented Animator who brings immense creativity, talent, and draftsmanship's to his work. Not only is he a great leader and teacher but who's work always went beyond what was asked for him, with a great attitude and a smile on his face. I am looking forward working with Chris in the future.” May 9, 2008

Agata Matuszak, *Character Animator, Rainmaker, Vancouver*  
worked directly with Chris at Rainmaker

“It was a pleasure to work with Chris. He brought a level of talent, experience and knowledge to the team that was second to none. Chris was an invaluable team member and a great mentor for all things creative.” April 27, 2008

Chad Fox, *Visual Effects Artist, Rainmaker Visual FX and Animation (CIS Vancouver)*  
worked directly with Chris at Rainmaker

“Chris is one of the most skilled animators I have had the privilege to work with.” March 27, 2008

Matthew Lane, *Compositor, Rainmaker*  
worked directly with Chris at Rainmaker

“I had the pleasure to work with Chris on some challenging VFX commercials. He has a great sense of humour and was open to dive into an area of animation that was certainly not typical but was more technical and very restricted. Despite those obstacles, he improved the quality of animation and made the end result greater than expected. His obvious talent in this industry showed right away and it was valuable to have him aid my direction for rigs that he was animating.” March 25, 2008

Terry Kalinich, *VFX Animator, Rainmaker*  
worked directly with Chris at Rainmaker

“My appreciation for Chris started when he brought in fresh pastries on a dull morning at Rainmaker. Generally, his competence and good spirits helped make that back corner office a better place to work (even on the toxic-fume days, but I won't digress.)” March 25, 2008

Kelly Fischer, *Digital Compositor, Rainmaker*  
worked directly with Chris at Rainmaker

## [Bardel Entertainment](#)

“I have known Chris for almost 20 years and have great respect for his talent as an animator. He has an excellent attitude and is always reliable. Any studio would find Chris to be a valuable asset to their project, whether it be a feature film or television production. I have no problem to give him my highest recommendation.” September 2, 2008     **Top qualities:** Great Results, Expert, On Time

Barry Ward  
hired Chris as a Animation in 1989, and hired Chris more than once

“Chris has worked with Bardel on various projects over the last 20 years and has always brought a high level of creative integrity and quality to everything that he has done. It would be an honour to work with him again.”  
April 28, 2008

Delna Bhesania, *CEO, Bardel*

## [Walt Disney Television Animation Australia](#)

“Chris is Animator in the classical sense. Building upon his God given drafting skills and natural animation abilities. He has studied and observed the art of animation until it has almost become second nature. I say ‘almost’ because he continues to constantly seek ways of refining his already very substantial skill set. Considering Chris was an awesome talent when I last worked with him. I would not be surprised if he's now among the select few that could confidently claim to be Master Animators.” January 15, 2008

Christopher Bradley, *Director, Walt Disney television Animation Australia*  
managed Chris at Walt Disney Television Animation Australia

“Chris is a great animator and fine draftsman. While working together at Walt Disney Chris was always available to give sound advice when solving difficult animation problems. I found his mentoring invaluable.”  
March 25, 2008

Stephen Cooper, *animator/layout artist, Walt Disney Television Animation Australia*  
worked directly with Chris at Walt Disney Television Animation Australia

## TerraGlyph

“Chris is an extremely talented animator working in both 2d and 3d formats. His work is inspiring to see, and he's a pleasure to work with. He's hardworking and he approaches each project in a extremely enthusiastic and methodical fashion. He also works very fast. I was amazed at how much work Chris can get through in a few days and still maintaining a very high quality. I can highly recommend him for any projects requiring animation.  
Leon Gruizinga Creative Director - IDEA” July 3, 2008

Leon Gruizinga, *Creative Director, IDEA*  
worked with Chris at TerraGlyph

“Chris is a hard working colleague and friend. He is one of the strongest talents in animation that I have ever had the pleasure of working with. He is never satisfied until his work meets the highest standards. Also, he is a great guy to work in a team with, always willing to help others, and improving the project. I personally look forward very much to working with him again and as such I cannot recommend him highly enough for any Art position.”  
May 15, 2008

Pepe Sanchez, *animation director, Terraglyph Dublin Limited*  
managed Chris at TerraGlyph

## Animation Instructor - The Animation Workshop

“Chris has taught a number of classes here at The Animation Workshop over the past 5 years, both in 2D and 3D character animation. He is a very motivating and inspiring teacher and gets great work out of the students. I especially recommend his physics lecture to anyone needing solid animation basics training!” April 22, 2008

Tim Leborgne, *Director of Professional Training, The Animation Workshop*  
worked directly with Chris at The Animation Workshop

“I attended one of Chris's physics classes when he was teaching at The Animation Workshop. He was very passionate about what he taught and made it clear and understandable for everyone. Still today I go back in my notes from Chris's class and they can still help me understand why and how things move.” March 29, 2008

Mette Tange, *Bachelor of Arts, The Animation Workshop*  
was with another company when working with Chris at The Animation Workshop

“Chris Derochie is an extremely gifted animator who gets directly to the key elements in the scene and adds his own personal touch to it. I'm glad to say that Chris has been a big inspiration to my own animation career, both as a mentor and as a team member on my 3D short "Earth Calling".” March 26, 2008

Claus Toksvig Kjaer, *Director, Happy Flyfish Productions*  
worked directly with Chris at The Animation Workshop

“At The Animation Workshop, Denmark's foremost Animation School, we have had the pleasure of hiring Chris several times as a 3D animation teacher for our bachelor students and our professional training students. He is a highly skilled animator who brings a wonderful energy into the class room, and his way of teaching is both inspiring and motivational. First class all around. The Animation Workshop highly recommends Chris as both animator and teacher as he will be a valuable asset to any school or company. Bettina Jensen 3D Coordinator”  
March 25, 2008

**Top qualities:** Personable, Expert, High Integrity

Bettina Jensen  
hired Chris as a Animation Teacher in 2003, and hired Chris more than once

“While a student at The Animation Workshop I had the pleasure of attending Chris Derochie's workshop in traditional character animation, his solid knowledge of Animation basics, both regarding physics as much as character acting, always being highly energetic and possessing the ability to easily communicate with crowds as well as individuals makes him, in my opinion, an ideal teacher.” March 25, 2008

**Daniel Callaby**, *Co Creator, A Personal Project*

reported to Chris at The Animation Workshop

“Chris is an awesome animation teacher; he is fun and very adapted to student’s social environment. I highly recommend Chris.” March 25, 2008

**Tore Poulsen**, *Animation Student, The Animation Workshop*

reported to Chris at The Animation Workshop