

mike dietz – animation director

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experience

director of animation

heavy iron studios/THQ, 2005 to present. Director of animation for high-profile interactive entertainment studio, specializing in the development of character driven games based on Pixar and Nickelodeon properties. Responsible for establishing and managing the studio's animation department, overseeing all in-house and outsourced production, as well as the planning of future projects and studio growth in collaboration with other studio directors. Part of a small team directly responsible for establishing and maintaining creative relationships with production partners such as Pixar, ensuring our productions effectively align with their creative sensibilities. Responsible for recruiting, mentoring and managing all animation staff, collaborating with engineering and art leads in development of project pipelines, tools and technologies, and directly participating in the design, development and production of all in-house titles. Project credits include: *The Incredibles*, *Rise of the Underminer* (Xbox, PS2, Gamecube), *Pixar 2007 Title (currently unannounced)* (Xbox 360, PS3)

producer/director/supervising animator

slappy pictures LLC, 1995 to present. Founder and managing director of full service animation studio specializing in cel, stop-motion and computer animation. Services offered range from pre-production to post, including character and prop design, background styling, illustration, layout and posing, storyboards, animatics, clean up, full animation in a variety of media, digital ink and paint, compositing and digital post production. Projects include television series, short films, commercial spots, feature film title sequences, corporate videos, interactive entertainment titles and animation for the internet. Recent clients include: Nickelodeon, Cartoon Network, The Jim Henson Co., Vinton Studios, The Neverhood/DreamWorks Interactive, Disney Interactive, The Collective/ LucasArts, The Brainyard, and Douglas R. TenNapel, Inc.

animation director

the collective, 2003 to 2005. Animation director of cutting edge interactive entertainment studio, managing several animation teams across studio's concurrent development of multiple titles. Responsible for recruiting, mentoring and managing animation staff, collaborating with tech and art leads in development of project pipelines, tools and technologies, and participating in the design, development and production of all in-house titles. Also responsible for supervising all in-house and outsourced animation production, working directly with individual animation leads and project producers, while also personally creating animation assets. Project credits include: *Star Wars Episode III, Revenge of the Sith* (Xbox, PS2), *Mark Ecko's Getting U.P.* (PS2), and *Wrath Unleashed* (Xbox, PS2).

director

vinton studios, "the pjs". 1999 to 2001. Episode director of "The PJs", a half-hour, stop-motion animated television series produced for Fox Television/The WB Network. Responsibilities included visual development of episodes and supervising all aspects of production, including storyboarding, animatic, sets, puppets and props, lighting, animation, editing and post production.

producer/director/supervising animator

the neverhood. 1995 to 1998. Co-founder of award winning interactive entertainment company specializing in stop-motion puppet and clay animation. Set up studio from scratch, supervised all animation production and collaborated with programmers in development of proprietary technologies required to produce a stop-motion PC game. The company's first project, *The Neverhood Chronicles*, won Best Animation on a Game Platform at the 1997 World Animation Celebration. Also collaborated in development of technology for producing a real-time 3D animated computer game. Project credits include: *The Neverhood Chronicles* (PC CD-ROM), *Skullmonkeys* (Sony PlayStation), and *Boombots* (Sony PlayStation).

animation director

shiny entertainment. 1993 to 1995. Director of animation for award winning interactive entertainment company specializing in traditional cel animation. Responsible for setting up and managing the company's animation department and supervising both staff and freelance animation artists. Collaborated with programmers in development of proprietary animation software and processes for digitizing traditional animation for use on video game platforms. Project credits include: *Earthworm Jim* (Sega Genesis, Super Nintendo, PC CD-ROM), *Earthworm Jim CD* (Sega CD), and *Earthworm Jim 2* (Sega Genesis, Super Nintendo, Sega Saturn, PC CD-ROM).

supervising animator

virgin interactive entertainment. 1991 to 1993. Director of animation for interactive entertainment company specializing in cel and computer animation. Responsible for setting up and managing the company's animation department and supervising both staff and freelance animation artists. Collaborated with programmers in development of proprietary animation software and processes. Project credits include: *Disney's Aladdin* (Sega Genesis), *Disney's Jungle Book* (Sega Genesis, Super Nintendo), *Cool Spot* (Sega Genesis, Super Nintendo), *Global Gladiators* (Sega Genesis, Super Nintendo), *Robocop vs. Terminator* (Sega Genesis, Super Nintendo), and *Monopoly Deluxe* (Windows and DOS).

filmography

"unannounced tv short/pilot"

animation director

2006. TV short/pilot, currently in preproduction.

"mr. hara"

creator/director

2004. Flash series, currently in development.

"catscratch"

animation director

2003. TV series promo. Douglas R. TenNapel Inc and Nickelodeon.

"bad day bob"

co-creator/director

2002. TV/Interactive title promo. The Jim Henson Company.

"jeffrey cat, claw and order"

production designer, animator

2001. Television series segment. Cartoon Network.

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“roswell greys”

character designer

2001. Television pilot. The Dave School.

“the icely brothers”

character designer, storyboard artist, animation consultant

2001. Television pilot. Argus Entertainment.

“the pjs”

director

1999 to 2001. Television series. Vinton Studios.

“koghead and meatus”

animation director

2000. Short film. Douglas R. TenNapel Inc.

“clay’s tv”

animator

1998. Television pilot. Vinton Studios.

“mothman”

main title animator

1998. Feature film. Mr. Black Productions

“tokoro george”

main title animator

1998. Television series (Japan). The Neverhood.

gameography (is that a word?)

“pixar 2007 title (currently unannounced)”

animation director

2007. Microsoft X-Box 360, Sony PS3. Heavy Iron Studios/THQ.

“the incredibles, rise of the underminer”

animation director

2005. Microsoft X-Box, Sony PS2 Nintendo Game Cube.
Heavy Iron Studios/THQ.

“star wars episode III, revenge of the sith”

animation director

2005. Microsoft X-Box, Sony PS2. The Collective/LucasArts.

“marc ecko’s getting u.p., contents under pressure”

cinematics director, senior animator

2005. Sony PS2. The Collective/Atari.

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“wrath unleashed”

directing animator

2004. Microsoft X-Box, Sony PS2. The Collective/LucasArts.

“metal arms”

logo sequence animator

2003. Microsoft X-Box, Sony PS2, Nintendo Game Cube.
Swingin’ Ape Studios.

“boombots”

cinematics director, senior animator
1999. Sony Playstation. The Neverhood.

“skullmonkeys”

animation director, producer
1997. Sony Playstation. The Neverhood.

“the neverhood chronicles”

animation director
1996. PC CD-Rom. The Neverhood.

“earthworm jim 2”

animation director
1995. Sega Genesis/Saturn, Super Nintendo. Shiny Entertainment.

“earthworm jim special edition”

animation director
1995. Sega CD. Shiny Entertainment.

“pitfall, the mayan adventure”

consulting animator/art director
1994. Sega Genesis. Activision.

“earthworm jim”

animation director
1994. Sega Genesis, Super Nintendo. Shiny Entertainment.

“disney’s jungle book”

supervising animator
1994. Sega Genesis. Virgin Interactive Entertainment.

“disney’s aladdin”

animation director
1993. Sega Genesis. Virgin Interactive Entertainment.

“robocop vs. terminator”

consulting animator
1993. Sega Genesis. Virgin Interactive Entertainment.

“cool spot”

supervising animator
1993. Sega Genesis. Virgin Interactive Entertainment.

“global gladiators”

supervising animator
1992. Sega Genesis. Virgin Interactive Entertainment.

“monopoly deluxe”

lead animator
1992. PC game. Virgin Interactive Entertainment.

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education

john watkiss master classes, los angeles, ca
anatomy and composition, 2006

saddleback college, mission viejo, ca
advanced life drawing, 2001, 2002, 2003, 2004

kuenster bros. school of animation, venice, ca
classical animation, 1994

graphic artists guild, ny, ny
professional education program
illustration workshops, 1988, 1989

school of visual arts, ny, ny
advertising art direction, 1987, 1988

syracuse university, syracuse, ny
bachelor of fine arts, 1985
advertising design/illustration

software

animation/compositing
maya, 3D studio max/character studio, flash, toon boom studio, digicel
flipbook, axa team 2D, after effects, premiere, vegas, pro-motion,
autodesk animator, deluxe animator, etc.

graphics/illustration
photoshop, painter, illustrator, streamline, pagemill, debabelizer, etc.

audio editing
sound forge, magpie pro, acid

management
alien brain, source safe, perforce, filemaker, excel, word, quicken, etc.

references

available upon request

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