

Bernd Angerer

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Animation Supervisor / VFX designer / Writer

Inspirational Creative Team Leadership

KEY STRENGTHS

Bernd Angerer is an Austrian–American film artist and writer with an enduring passion for animation, film as such, and visual effects. The mix of creativity, technology, and production management fascinates, but ultimately, “telling the story” and assisting others to succeed with theirs, has been the central motivation of his work.

Starting in the early 90s with ink and Claymation experiments, Bernd has since acquired a wealth of experience with almost every segment of the VFX industry.

As a writer Bernd’s mind circles around social and science fiction and poetic fantasy worlds.

EXPERIENCE

RODEO FX | ANIMATION SUPERVISOR | MONTREAL, QUEBEC, CANADA

2020 - present

In close collaboration with the studio side crews, I led animation teams to create fantastic creatures for the episodic series “Witcher Season 3”, “Blood Origin”, for a playful gargoyle for “Sandman” and realizing weird dream sequences for “Lovecraft County”.

I have been involved in team building, recruiting, and mentoring new talent for the rapidly expanding animation department.

FRAMESTORE INC. | ANIMATION SUPERVISOR | MONTREAL, QUEBEC, CANADA

2014 - 2019

My main focus was digital cinematography but also the animation of terrifying creatures. I spearheaded the crocodile/raft sequence for “Peter Pan”. After six weeks of on-set pre-visualizations for the “Mowgli” finale, shot in a humid jungle of South Africa, I continued with the less dangerous development of giant elephants and sequence design for “King Arthur”. I briefly contributed to the beautiful film “Arrival”, then joined the team for the spectacular “Blade Runner 2049”. I focused once again on virtual cinematography, vehicle animations, and on creating a swarm of bees. I rounded off my five year run at this studio with leading the animation team for “Captain Marvel”.

SCANLINE VFX | ANIMATION DIRECTOR & CG SUPERVISOR | CULVER CITY, CA

2012 - 2014

Directed a small team of animators for “Iron Man 3 – Mansion destruction sequence”. Created pre-visualizations for storm and helicopter sequences for “Wolf of Wallstreet” and for battle scenes in “300-Rise of an Empire.” Designed some key scenes as lead animator for “Superman – Man of Steel.”

DIGITAL DOMAIN | ANIMATION SUPERVISOR | VENICE, CA

2008 - 2012

Developed animations for accelerator suits and pre-visualized collapse of the Eiffel Tower for “GI-Joe.”

Animated hero action shots and oversaw the final animation team for more than 400 shots for “Tron-Legacy.”

Developed conceptual animations for “Paradise Lost” and zero-gravity tests for “Enders Game.”

Continued

SONY PICTURES IMAGEWORKS | LEAD & ANIMATION SUPERVISOR | CULVER CITY, CA 2005 - 2007

During the two years I worked on "Spiderman 3" (2008) I developed the "Birth of Sandman" sequence, which was acknowledged with a VES nomination. I also pre-visualized the "Alley Chase" sequence and developed fight choreographies for "Venom". Eventually, I led the animation team through the final animation phase for several hundred animation shots in "Spiderman 3".

DIGITAL DOMAIN | ANIMATION SUPERVISOR | VENICE, CA 1996 – 2005

My first time working on a movie consisted of adding digital passengers on the deck of "Titanic". Following its success were many projects with digital faces and digital characters. I directed motion capture sessions for various films, like "I, Robot". Associate VFX Supervisor for commercials. Animated dinosaurs, birds, penguins and humans. Final animations for VES award-winning commercial "Adidas – Mechanical Legs". First in-depth involvement with management of artist teams and departments.

MEDIA GROUP AUSTRIA | DESIGNER & HEAD OF STUDIO | VIENNA 1991 - 1996

Designed and managed a creative production studio including a sound recording booth, a video suite, and state-of-the-art CG – stations. The field of business included corporate videos, advertising, graphic design, and elaborate slide shows for exhibitions and tourist attractions, like "Bad Bleiberg", which was an installation deep inside an old mine.

FREELANCE | Animator – Editor – Camera | VIENNA 1989 – 1991

While studying sound engineering I freelanced as a cell animator, editor, and camera operator for TV commercials, music videos, and documentaries. Produced and animated the first fully CG-animated commercial in Austria.

PYRAMID MUSIC | SOUND ENGINEER | VIENNA 1988 - 1991

Sound engineer for recording and sound editing of radio spots and TV commercials. Early exposure to samplers and sequencers on computers.

AWARDS/DISTINCTIONS

Five-time animation supervisor in an Academy Award-winning VFX team.

2007 VES Award Nomination, Outstanding Animated Character in a Live Action Motion Picture for "Spiderman3" in "Birth of Sandman"

2003 D&AD Award Silver Nomination, TV & Cinema Advertising Crafts/Special Effects for "Adidas-mechanical legs" special effects.

2003 VES Award, Best Art Direction for Special Effects for "Adidas – Mechanical Legs"

2003 VES Award Nomination, Best Visual Effects in a Commercial for "Adidas – Mechanical Legs"

2000 Gold Clio Award, Best Visual Effects for "Invisible Man" Lewis jeans commercial

1999 Gold Clio Award, Best Visual Effects for "Pepsi Goose" commercial

1997 "Saturn" for "Der Winzer und der Wein "

EDUCATION & TRAINING

Epic Fellowship 2020 – learning Unreal Engine 4.x

EdX – Entrepreneurial Operations, EdX | 2021

Certificate for Creative Writing, UCLA Extension | 2021

Certificate for Screenwriting, UCLA Extension | 2011

Certificate for Producing | UCLA Extension | 2010

Sound Engineering | Academy of Performing Arts Vienna

Electrical Engineering | Graduation "Higher Technical School" (HTL) – Innsbruck