

Bernd Angerer

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Animation / VFX Designer / Writer

Inspirational Creative Team Leadership

Bio:

Bernd Angerer is an award-winning Austrian–American film artisan and writer passionate about moving pictures. His extensive on-set experience and deep knowledge of most aspects of VFX and photography make Bernd a valuable partner for fellow movie activists.

Bernd is an experienced manager and passionate mentor of international animation teams.

As a recipient of two writing UCLA certificates for Screenplay and Creative Writing, Bernd focuses on social non-fiction.

RESUME

RODEO FX - Animation Supervisor, Montreal, QC 2020 - present

Involved in department building and mentoring new talent for the expanding animation team. Leading, as a client-facing Animation Director, those teams to create a playful gargoyle for "Sandman" and several fantasy creatures for "Witcher Season 3".

FRAMESTORE INC - Animation Supervisor, Montreal, QC 2014 - 2019

Joined the Montreal team in building a new animation department and established several workflows for animators. Spearheaded the crocodile sequence for "Peter Pan" and spent six weeks on set in South Africa for "Mowgli." Development of giant elephants for "King Arthur," then joined the "Blade Runner 2049" team. I concluded a five-year run at this studio by directing the animation for several "Captain Marvel" sequences.

PSYOP LA - Animation Supervisor, Los Angeles, CA 2014 - 2014

Animated CG robots for a series of commercials aired during the World Cup Championship.

SCANLINE VFX - Animation Director, Culver City, CA 2012 - 2014

Directed a team of animators for "Iron Man 3 – Mansion Destruction". Created pre-visualizations for storm sequences for "Wolf of Wall Street."

DIGITAL DOMAIN - Animation Supervisor, Venice, CA 2008 - 2012

Developed accelerator suits and collapse of the Eiffel Tower for "GI-Joe." Animated hero action and oversaw final animation team for "Tron-Legacy." Developed conceptual animations for "Paradise Lost" and "Enders Game."

ROZAR PICTURES - Previs, Burbank, CA 2007 - 2007

I joined the creative client-side team for pre-visualizations for the "Speed Racer" finale.

SONY PICTURES IMAGEWORKS - Animation Supervisor, Culver City, CA 2005 - 2007
Developed the "Birth of Sandman" performance and fight choreographies for "Venom" for "Spiderman 3" (2008), which was acknowledged with a VES nomination. Oversaw animation team for several hundred shots.

DIGITAL DOMAIN - Animation Supervisor, Venice, CA 1997 – 2005
Focus on realizations of CGI characters. Part of the management group for the animation department. CG passengers to the deck of the "Titanic. Directed performance capture for "I, Robot." Contributed as associate VFX Supervisor to commercials and delivered final animations for the VES award-winning commercial "Adidas – Mechanical Legs."

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 focus was corporate videos, advertising, graphic design, and elaborate slide shows for exhibitions and tourist attractions, like "Bad Bleiberg," an installation deep inside an old mine.

FREELANCE - Animator - Designer – Editor – Photographer, Vienna 1989 – 1991
While studying sound engineering, I freelanced as a cell animator, video editor, and camera operator for commercials, music videos, and documentaries. I 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 commercials. Early exposure to samplers and sequencers on computers.

AWARDS/DISTINCTIONS

Five-times 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" short movie

EDUCATION & TRAINING

Supervisor / Management training, various Seminars, ongoing

Certificate for Creative Writing, UCLA Extension, 2024

EdX – Entrepreneurial Operations, EdX, 2021

Epic Fellowship – learning Unreal Engine 4.x, 2020

Certificate for Screenwriting, UCLA Extension, 2011

Certificate for Producing, UCLA Extension, 2010

Leadership Skills for Supervisors, Skillpath, 1999

Sound Engineering, Academy of Performing Arts Vienna, 1988

Electrical Engineering, Graduation "Higher Technical School" (HTL) – Innsbruck, 1986

LANGUAGES

German – native

English – fluent

CURRICULUM VITAE:

CO - VISUAL EFFECTS SUPERVISION:

IRONMAN 3 – Mansion destruction sequence - Scanline VFX, 2012 – 2013, Los Angeles
Co-VFX Supervisor & Animation Supervisor, Virtual Cinematography

UNIVERSAL THEME PARKS – Commercials “Dinosaurs” - Digital Domain, 1998, Los Angeles
On-set co-VFX supervisor, Animation Supervisor

ANIMATION DIRECTOR

WITCHER - S3 – 2 episodes – Rodeo FX, 2022, Montreal
Creative animations of terrifying creatures.

SANDMAN – 3 episodes – Rodeo FX, 2021, Montreal
Gargoyle Gregory Creature animation

CAPTAIN MARVEL – several sequences - Framestore, 2018, Montreal
shot design, digital doubles, and spaceships.

KING ARTHUR – several sequences - Framestore, 2016, Montreal
Motion development for Giant Elephants, Previs, Cameras, Digi doubles

LITTLE VAMPIRE – Movie - Digital Renaissance, 2000, Oberhausen
Vampire bats and flying, vampire cows, cameras, vehicle animation, FX animation

DER WINZER – animated short - MGA, 1996, Vienna
Animation Director, Storyboarding, animation, character design

JOLLY BUNTSTIFTE – commercial - PL, 1993, Vienna
Animation Director, character design, animation, first CG animated commercial in Austria

ANIMATION SUPERVISION

WHITCHER - BLOOD ORIGIN – 2 episodes – Rodeo FX, 2023, Montreal
Creative animations of a centipede monster.

FEAR STREET – 3 parts – Rodeo FX, 2021, Montreal
Goo monsters

LOVECRAFT COUNTY – 10 episodes – Rodeo FX, 2020, Montreal
Car crash, monsters, humans flying

DEADPOOL 2 – several sequences - Framestore, 2017, Montreal
Superheroes fight scenes, on-set supervision, direction of mocap sessions.

BLADE RUNNER 2049 – several sequences - Framestore, 2016, Montreal
Animation of bee swarm, cinematography, CG vehicles

MOWGLI – final sequence - Framestore, 2015, Montreal
On-set animation development, Elephant and Tiger development, camera design

PETER PAN – several sequences - Framestore, 2014, Montreal
Shot design, crocodile jump, digital doubles, sailship

CAPTAIN AMERICA – several sequences – Scanline VFX, 2013, Los Angeles
Shot design, digital doubles, attack ships

WOLF OF WALLSTREET – storm sequence – Scanline VFX, 2013, Los Angeles
Shot design, digital doubles, ship and helicopters

X-MEN FIRST CLASS – several sequences – Digital Domain, 2011, Los Angeles
Digital Doubles, Cinematography,

TRON LEGACY – several sequences – Digital Domain, 2010, Los Angeles
Digital Doubles, Cinematography, Bikes and Jets animation

GI-JOE COBRA– several sequences – Digital Domain, 2009, Los Angeles
Accelerate suits, digital stunts, Eiffel Tower collapse.

ADIDAS MECHANICAL LEGS – commercial – Digital Domain, 2003, Los Angeles
Creative use of motion capture.

LEAD ANIMATION

300: RISE OF AN EMPIRE – several sequences – Scanline VFX, 2013, Los Angeles
digital doubles, cg-horse, under water creature

SPIDERMAN 3 – Sandman, Venom - Sony Pictures Imageworks, 2004 - 2005, Los Angeles
Previs and animation for Sandman, and final animation for several hundred shots.

MUMMY 3 – film – Digital Domain, 2008, Los Angeles
Lead animation for Terracotta Warriors

I, ROBOT – Dome sequences, Fight scenes - Digital Domain, 2004, Los Angeles
Body mechanics, Robots climbing a building,

TITANIC – Passengers - Digital Domain, 1997, Los Angeles
Motion captured passengers walking on deck, falling, and drowning.

CG - SUPERVISOR:

MERCEDES BABY – Commercial - Digital Domain, 1999, Los Angeles
Cg-supervision, facial animation, face setup, shaders

LEXUS "Fetus" – Commercial - Digital Domain, 1998, Los Angeles
Cg-supervision, animation, shaders, Cg baby/fetus

ANIMATOR:

DOCTOR STRANGE – several sequences - Framestore, 2016, Montreal
Digital doubles, FX animation

ARRIVAL – several sequences - Framestore, 2016, Montreal
Helicopter animations

MAN OF STEEL – Film – Scanline VFX, 2013, Los Angeles
Digital doubles

SPLINTER – Short Film by Wojtek - 2007, Warsaw

Animation, texture, cameras

SPEED RACER – Film - Rozar Pictures, 2007, Los Angeles

Previz animation for the imaginative car race.

I AM LEGEND – several shots – Sony Pictures Imageworks, 2006, Los Angeles

Cg fish, digital doubles, monsters

COIN – Short Film by Giancarlo Lari - 1999, Los Angeles

Animation, mocap, cameras

AON FLUX – Film – Digital Domain, 2004, Los Angeles
FX animation, cg-fly, cg-hand, layouts

DAREDEVIL – Film - Digital Domain, 2003, Los Angeles
FX animation

TIMEMACHINE – Film – Digital Domain, 2002, Los Angeles
FX animation

LORD OF THE RINGS – Furt sequence – Digital Domain, 2001, Los Angeles
Raiders, horses, FX horses

GRINCH – several sequences – Digital Domain, 1999, Los Angeles
Sleigh ride, digital doubles

WHAT DREAMS MAY COME – Painted Bird – Digital Domain, 1998, Los Angeles
Painted bird animation, rigging, digital stunts

LEWIS JEANS – Commercial - Digital Domain, 1998, Los Angeles
Removal of the actor and additional patches of jeans.

PEPSI GOOSE – Commercial - Digital Domain, 1998, Los Angeles
cg goose flying