Casey Dame - About

I have many years in film, television, and commercial
production as a Senior Character TD and Technical Animator.
This includes: full character biped/quadruped, multiped,
full face/body rigging, cloth/hair/muscle/flesh and skin sliding
simulation.

In addition, I have hair and cloth simulation experience
using proprietary systems at:
ILM, Blue Sky, MPC, Image Engine, and using Disney's "XGen" software.

I have experience with motion capture, on-set vfx lighting, tracking,
cg particles, fire and water. I write scripts and tools for the production team
using Maya and Python.

My experience is a good balance between full 3D award-winning animated features
and live-action blockbusters.

I feel equally comfortable leading or working within a team.
As an Animator I led a team of 11 artists for multiple commercial productions.
As a Character TD I led a team of 6 to 8 artists on Life Of Pi.
I began my career as an Animator and later transitioned to a Character TD,
so I understand what animators' expectations and needs are.

My work involves a lot of trouble-shooting and problem-solving in
order to meet intense production deadlines.

I also do 911 work on a freelance basis. If your project goes sideways
and your rigs aren't working properly, give me a call. "Call in the Cleaner."

I have a background in biology and in fine arts. I believe in both an
artistic and a scientific approach to the work without a need to choose
one over the other. I am equally motivated to create an artistic masterpiece
as I am to produce a technical innovation using math.

Personal notes:
I play a 1976 4001 Rickenbacker bass that I have owned since I was 14 years old.
I am currently learning the 12 string Chapman Stick for fun. I like all kinds of
1970's Prog rock, Jazz and Beethoven (3rd).
I achieved my personal goal of travelling to all 7 continents. One of my favorite
experiences was camping out on the ice in Antarctica and visiting a British research
base. I am always looking to learn and experience new things.
I also think eigenvectors are cool.