

Marc Lougee
Director / Creative Producer

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Skype: Marclougee

I facilitate creative teams in meeting creative and editorial standards, offering constructive and creative feedback to encourage and empower production associates to provide the best production possible. I'm currently seeking opportunities to roll up my sleeves and work with inspired teams, learn some handy new things and have a little fun on the way.

NOTABLE EXPERTISE

- Provide creative vision/ direction, pre-production to post for series animation
- Readily develop & maintain strong relationships with creative personnel
- Excellent leadership, communication and organizational skills
- Knowledgeable & experienced in directing animated series pipelines, pre-viz to post
- Clearly communicate the artistic vision of a show & enable others to realize the vision.

PROFESSIONAL PROFILE

DIRECTOR / CREATIVE PRODUCER, Hand Made Heroes Ltd, *Toronto* 2006 – present
Direct and produce animated projects for film, broadcast series and web; developing educational cross-platform properties, converging animated film, print, web and PDA technology; currently developing several animation film & broadcast projects in US and Canada.

DIRECTOR / CREATIVE PRODUCER, Ray Harryhausen Presents, *Toronto / LA* 2005 - 2007
Award-winning stop motion animated adaptation of Edgar Allan Poe's story, *The Pit and the Pendulum*; supervised visual effects, editorial, composer and sound design teams in support of artistic vision of the film; Executive produced by animation icon Ray Harryhausen and former Zoetrope Studios President, Fred Fuchs.

DIRECTOR / ANIMATION, Yowza Digital, *Toronto* 2006 - 2007
15 episodes of Emmy-nominated live action / CGI character series *Dinosapien* for Discovery Kids! and CBBC; working from script, enhanced character development and story points in conjunction with series Executive Producer / Creator; Provide creative feedback/ solutions in all throughout the production pipeline, including scripts, design, storyboards, animatics, layout, BG paint, builds, voice record sessions, animation and post production; balanced broadcaster and animation production/ VFX concerns; Worked closely with supervisors, coordinators, editors and artists, ensuring story integrity coalesced with animation execution in each episode

DIRECTOR / CREATIVE PRODUCER, *The Orphanage II*, *Toronto* 2004 - 2006
Supervised all creative considerations from script thru post-production as episode director & series creative producer for CBC stop motion series, *What It's Like Being Alone*; supervised storyboard development, provided ideas and suggestions to improve the story at script stage, within production and technical parameters; directed casting and voice record sessions; provided editorial/ composer/ sound design/ post production direction; assessed and assigned animation artists' based on talent and skill sets to accommodate production needs.

DIRECTOR / ANIMATION, Switch VFX, *Toronto* 2004
Directed and animated stop-motion segments for Fox/ Sci Fi Channel pilot *Anonymous Rex*; created animation storyboards from script; supervised lighting, set and puppet construction for animation; assembled hybrid digital capture system in alignment with visual effects pipeline for delivery of high resolution images.

DIRECTOR / CGI ANIMATION, Calibre Digital Pictures, *Toronto* 2002 - 2003
 Created and pitched animation sequence concepts (bi-weekly) to executive producer / show creator, series producers and broadcasters for 13 x 22 min. episodes of *Ace Lightning*, a live action / CGI character series for the BBC; directed CGI character animation and green screen element acquisition; collaborated with design, visual effects and editorial departments to hit deadlines and ensure quality met or exceeded producer and broadcaster expectations.

DIRECTOR / ANIMATION, Pitch Inc., *New York* 2001 - 2002
 Mentored newly recruited 3D CGI animators and animation interns on commercial production requirements, improving character expression, movement, posing and storytelling in a 3D CG environment; influenced conceptual decisions, story and character design for commercial and in-house promotional short film projects; planned and managed creative teams to meet production deadlines on time/ budget, with minimal hair-pulling hijinks.

DIRECTOR / CREATIVE PRODUCER, Visual Effects Society, *Los Angeles* 2000
 Produced and co-directed *Ray's Big Day*, one of ten short films commissioned by the Visual Effects Society in honor of animation icon Ray Harryhausen's 80th birthday; combined stop motion, CGI, green screen composite elements and post-production processes to create a hybrid aesthetic; supervised sound design and editorial.

DIRECTOR / ANIMATION, MTV Animation, *New York* 1998 - 2000
 Directed animation on 52 x 22 min. of prime time, internationally broadcast stop-motion animation on *Celebrity Deathmatch* series; held key creative role in conceiving sequence and story concepts with show creator/ executive producer; mentored artists from different disciplines and cultures with varying degrees of technical knowledge & performance capabilities; implemented process and procedural guidelines according to individual and group strengths/weaknesses; addressed all animation production considerations from pre-visualization to post production; ensured aesthetic integrity and continuity on 15 active shooting stages; partnered with visual effects supervisor to create innovative green screen, camera movement and image capture procedures.

DIRECTOR / SPECIAL EFFECTS SUPERVISOR, HBO, *New York* 1997
 Directed puppet sequences for HBO/ BBC series pilot, *Culture Shock*; supervised design and fabrication teams; contributed to story and character development; led artistic direction for puppet design to uphold artistic vision of the show; managed sub-contractors and crew hires.

ADDITIONAL EXPERIENCE

Animation Consultant, *Mass Illusion, Lenox MA* 1995 - 1996
 Special Effects Supervisor, *Aoki Film Works, NYC* 1994 - 1995
 Animation Director / Supervising Animator, *Broadcast Arts / Curious Pictures, NYC* 1988 - 1995
 Lead Animator, *Chiodo Brothers Studio, Los Angeles* 1992
 Director / Creative Producer, *Wowhouse Special Effects, New York* 1989 - 1992
 Co-Director / Animator, *Mogul / Housatonic Films, Housatonic* 1989
 Director / Lead Animator, *Olive Jar Animation, Boston* 1988 - 1995

EDUCATION AND PROFESSIONAL DEVELOPMENT

The Art of Pitching, *Centennial College* 2010
 Screenwriting, *George Brown College* 2009
 Business of Film – Development, *Ryerson University* 2008
 Independent Television Producer Course – SEB, *Centennial College* 2007
 Pitching + Development Workshops, *AFI Dallas* 2007
 REACH Media Conference, *Dallas* 2006
 Visual Effects Society Workshops, *Los Angeles* 1999 – 2008
 Massachusetts College of Art; Major in Film / Sculpture, *Boston* 1987 – 1989
 University of Massachusetts, Major: Liberal Arts / Communication, *Boston* 1985 – 1987

AFFILIATIONS

Member, Visual Effects Society, *Los Angeles*
Member, ASIFA, *Hollywood*
Member, BKSTS, *London, UK*
Member, Mastermedia Executive Group, *New York*
Instructor, Raindance Canada, *Toronto*
Instructor, Boston Film & Video Foundation, *Boston*
Instructor, Sharpcuts Indy Film Festival Workshops, *Toronto*
Panelist, Comic Con International Film Festival, *San Diego*
Panelist, Media Convergence, *Park City*
Panelist, Ottawa International Animation Festival, *Ottawa*

AWARDS, ACHIEVEMENTS

The Pit and The Pendulum short film premiered in the US with the North American premier of Peter Jackson's *King Kong*, organized by Harry Knowles of Ain't It Cool News, with Ray Harryhausen in attendance. Since it's release, *The Pit and the Pendulum* has screened in over 240 film festivals internationally. The film has garnered over 25 awards for Best Short Film, Best Art Direction and best Animated Short.

Ray's Big Day (2000) was commissioned by the Visual Effects Society as a birthday tribute to the legendary Ray Harryhausen on his 80th birthday. *Ray's Big Day* screened at the British Consulate in LA before a private audience of visual effects and film industry professionals, including visual effects luminaries James Cameron, Steven Spielberg, Phil Tippet, Rick Baker and Stan Winston.

The Pit and the Pendulum Comic Book, created with images culled from the award winning short film, was released by Bluewater Comics in Spring, 2010. An interactive version of the comic with correlating website, is scheduled for release in January, 2011, providing an educational resource for high school and college English/ Literature students, with a focus on Edgar Allan Poe's story, *The Pit and the Pendulum*. The interactive assets of the comic and web site are accessed thru QR codes, hyperlinks, hidden URL's and numerous cryptograph puzzles, word games and other puzzles.

Director Reel DVD available upon request.
Professional References available upon request.

Professional Testimonials

“I cannot recommend Marc Lougee highly enough. We were already shooting a prime time stop - motion series for the CBC that I was producing and Brad Peyton was writing and directing. Neither of us had done a stop-motion series before and we had decided to build our own studio. Marc and his wife, producer Susan Ma, stepped in and saved our asses. At first he was animation director but soon started directing shows, producing and making huge contributions to the scripts. Marc is that rare combination of a true artist who also has organizational skills to manage projects as well.”

Fred Fuchs, Executive Director Arts and Entertainment, CBC

“Marc brought a tremendous amount of creativity, insight and determination to the task of directing animation on the DiscoveryKids! / BBC co-production of Dinosapien, a ground-breaking series combining complex CGI animation and live action. His storyboards were always eagerly anticipated, and always generated excitement throughout the production. Time and again, Marc proved to be one of those rare people who can take an idea and improve it, without losing sight of the producer’s vision. Perhaps equally important, Marc can step outside the world of animation and work closely with live-action producers, directors and talent. I believe this is a rare quality among animation professionals, and I think it demonstrates his ability to work with a team while also demonstrating his ability to head up an animation studio. If you are looking for a truly creative individual who can motivate a variety of people, then I cannot recommend Marc highly enough.”

Rick Siggelkow, Executive Producer, BBC Worldwide, Series Creator; Dinosapien

“I worked with Marc Lougee on the animated CBC Series, ‘What It’s Like Being Alone’. Marc was one of the most innovative and committed people I have had the pleasure of working with. Marc brought a vast amount of experience, having worked in numerous animation departments, making himself an irreplaceable asset to our series. Marc was able to combine his unique knowledge and skill set to improve on ideas while keeping the overall creative vision intact, extending his significance to our production not only as the Creative Producer, but also as Director of several episodes of the show. One of his most admirable qualities that made him such a vital asset was his ability to balance technique with creativity. Marc is a true professional with a tremendous work ethic. I highly recommend him.

Brad Peyton, Director/ Writer/Series Creator, What It’s Like Being Alone

“Marc has the rare mix of technical expertise and endless creativity. Whether breaking down storyboards or planning animation blocking on set, Marc would always find solutions to our technical snags in a collaborative, efficient way. He encourages the best work from his team members and raises the bar for craftsmanship on whatever show he’s on. His ability to assess the strengths and weaknesses of his team members was a critical asset in taking the show to the next level. The techniques and production methodology he helped develop represents the state of the art in cost-effective, high quality visual effects.

Steve Jaworski, Visual Effects Supervisor, MTV Animation

Professional Testimonials

“Marc is such a great craftsman and storyteller. We have a few Superbowl spots under our belt and great stories that go along with that experience. Fantastic attitude, great ideas, works extremely well with creative directors and clients. Very strong problem solving skills across the board. A great guy to be around and to work with. My only warning, be prepared to laugh. I strongly recommend Marc Lougee.”

Russ Dube, Executive Producer, Wowhouse Pictures NYC

Marc is really great to work with! I have many excellent memories working together on various crazy projects, some of which I couldn't have handled without his talents and input. He is highly passionate and dedicated about his work and I can confidently say you can expect only the best from him. Marc also has the rare ability to keep me laughing hysterically, even through some of the most unpredictable situations.”

Sean Burns, Director /Animator, Will Vinton Studios

“I've composed music for several projects that Marc has directed and/or written. He's an inspirand exceptional creative director who has a strong sense of vision for all of his projects. He's a great collaborator, having been very supportive of any ideas that I might have offered beyond his original vision. Marc's great sense of humour and easy-going demeanor make working him a pleasure and I would collaborate with Marc again without hesitation.”

Steve London, Composer

“Marc has always displayed a high degree of talent and professionalism, coupled with a great personality and a wonderful sense of humor. His accomplishments as a director speak for themselves, as do the results of his hard work and sincere desire to accomplish the tasks at hand in the best way possible. I have great respect for his abilities and his capacity to problem- solve on set, quickly and efficiently. I'm happy to say I've enjoyed working with Marc on several projects as an animation and effects professional, and as a friend. I look forward to working with him again in the future.”

John Gaeta, Visual Effects Supervisor, The Matrix Trilogy & Speedracer

“Marc's skill at bringing characters to life is impressive. His talent makes him a great leader and collaborator. His personality and sense of humor makes him a great friend.”

Spencer Cook, CG Animation Supervisor, Sony Imageworks

“Marc was a director who you can give details to and he will carry them out to the best advantage to the studio and production, lways happy to full fill the needs and go beyond all expectations and he's a nice guy. I recommend Marc to any production company.”

Tony Willis, Visual Effects Supervisor / Executive Producer, Calibre Digital Pictures