

# Kevin Geiger

Artist, Writer, Producer, CG Supervisor, Professor & Consultant

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## Summary

Kevin Geiger's multi-faceted career in the arts, animation production and education endows him with a unique combination of talents that add value to any enterprise.

As an award-winning independent filmmaker, Kevin Geiger brings a wealth of artistic, technical, and production experience to his creative work at Simplistic Pictures. Kevin also lectures and consults internationally, and directs The Animation Co-op: a non-profit organization supporting independent animators. His critically acclaimed animated short film "Henry's Garden" has enjoyed a successful 4-year run on the film festival circuit, and he is currently in production on a new short film entitled "My Friend Shadow" while developing an animated feature with the working title of "A Daytime Story".

Kevin Geiger is a 12-year veteran of Walt Disney Feature Animation, which he joined in 1995 to create articulated digital models for Disney's groundbreaking 3D character piece: "The Steadfast Tin Soldier" segment of "Fantasia/2000". His Disney career has taken him through several development projects including WDDFA's digital human initiative, production work on films such as "Dinosaur" and "Reign of Fire", and culminated in his role as front-end CG Supervisor on "Chicken Little" – where his team set a new bar for cartoony 3D character articulation. After supervising character R&D on Disney's upcoming animated feature "Rapunzel", Kevin left Disney to pursue his independent work full-time. Before his tour at Disney, Kevin Geiger was a technical director at Richard Edlund's Boss Film Studios, where he did seminal 3D character work for the MGM release "Species" – the first feature film to direct a digital "actor" in real-time. Kevin has also taught computer graphics and digital applications in the Cal Arts Experimental Animation Department from 1995 through 2007, and is currently a guest researcher & professor at The Beijing Film Academy.

## Specialties

computer graphic animation and 3D character setup, feature animation production workflow and digital pipeline architecture, computer graphics and fine arts instruction, drafting & design, writing, consulting and negotiation

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## Experience

### **Guest Researcher & Professor at The Institute of Animation Arts, Beijing Film Academy**

October 2007 - Present (1 month)

Digital production consultant and guest lecturer.

### **Director & Co-founder at The Animation Co-op**

July 2003 - Present (4 years 4 months)

Director and Co-founder of a non-profit organization supporting independent animation production.

**President & CEO at Simplistic Pictures LLC**

January 2000 - Present (7 years 10 months)

Independent producer of award-winning animated short "Henry's Garden". Currently producing animated short "My Friend Shadow" and developing animated feature "A Daytime Story".

*6 recommendations available upon request*

**Experimental Animation Faculty at California Institute of the Arts**

January 1996 - October 2007 (11 years 10 months)

Weekly evening courses in computer animation and digital applications within the Cal Arts School of Film/Video, encompassing a variety of technical and aesthetic issues.

*5 recommendations available upon request*

**CG Supervisor at Walt Disney Feature Animation**

March 2001 - June 2007 (6 years 4 months)

Organization and oversight of 3D asset production and animation pipeline on the feature animated films "Chicken Little" and "Rapunzel".

*26 recommendations available upon request*

**Character TD Lead at Walt Disney Feature Animation**

March 1999 - March 2001 (2 years 1 month)

R&D, production and oversight of character muscle, skin and simulation behaviors for feature films "Reign of Fire" and "Wild Life" (unreleased).

*1 recommendation available upon request*

**Digital Modeler & Character TD at Walt Disney Feature Animation**

September 1995 - March 1999 (3 years 7 months)

3D character modeling and rigging on "Atlantis", "Dinosaurs", "Kingdom of the Sun" (unreleased) and "Fantasia 2000".

**Digital Artist at Boss Film Studios**

January 1995 - September 1995 (9 months)

3D character modeling, animation, lighting and compositing for feature film "Species".

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## Education

**The Ohio State University**

MFA, Computer Graphics, 1992 - 1994

**Cleveland Institute of Art**

BFA, Painting, 1984 - 1989

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## Honors and Awards

Kevin Geiger was Student Council President at The Cleveland Institute of Art from 1988-1989, and Graduate Student Council President at the Ohio State University College of Art from 1993-1994.

As a painting major on scholarship, Kevin Geiger won every available departmental award during his course of study at The Cleveland Institute of Art, including a traveling scholarship upon graduation. Kevin was a CORE Fellow at the Glassell School of Art, and in 1994 became only the second Art student in the history of The Ohio State University to win a Graduate Teaching Associate Award in recognition of his classroom instruction, most notably "his ability to verbalize complex visual and conceptual concepts in a clear and understandable manner".

Kevin Geiger's animated short films "Panopticon", "InterFace" and "Henry's Garden" have received numerous awards in film festivals around the world.

## Interests

art, technology, literature, film, animation, education, politics

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## 38 people have recommended Kevin

"What can I possibly say about Kevin that hasn't already been covered in dozens of glowing reviews? Nothing, except to confirm every word. In my job on Chicken Little handling publicity and original animation requests, I had a unique opportunity to work directly under the producer and with all of the show's leads. In a sense, Kevin was a colleague, boss, client and mentor, all rolled into one, and despite having tons on his plate, he always accommodated my demands on his time with a smile. I learned firsthand how dedicated, knowledgeable and talented he is in all areas of CG production. He's energetic and passionate about his work and his crews. Highly recommended! (Thanks Kevin!)"

— **Peter Vaughan**, *Asst Mgr - Production Communications, The Walt Disney Company*, worked with Kevin at Walt Disney Feature Animation

"Kevin was my supervisor on a project several years ago (back when I was an Enveloping TD), and is a great guy to work for. Kevin is good at recognizing and utilizing the talents of his crew. Kevin is an expert with Maya, and an expert modeler/rigger/enveloper. He will find and exploring a package to find solutions to problems and is open to trying new approaches."

— **Steve Hwan**, *Lighter/Compositor/TD, Walt Disney Feature Animation*, reported to Kevin at Walt Disney Feature Animation

"While earning my M.F.A. in Experimental Animation at CalArts, I had the opportunity to take some of the most comprehensive and in depth computer animation classes. Two of these classes, advanced modeling and advanced rigging, were taught by Kevin. Kevin loves to teach and it shows. He is passionate about each and every class. He cares about the projects his students are working on, and he does his best to help his students trouble shoot when they run into problems. Kevin also encourages his students to participate in Animation Co-op, a community and resource of and for animators created by Kevin and his wife, Moon. Kevin is a valuable asset to CalArts. I hope he continues to teach there, and I hope he would consider becoming more involved in developing their current program, so all students can benefit from Kevin's experiences in the animation industry."

— **Marianne Hayden**, *Student, CalArts*, reported to Kevin at California Institute of the Arts

"Kevin is an very organized and charismatic supervisor. I enjoyed working with Kevin on "Chicken Little", and would add that as a CG supervisor Kevin did an outstanding job, and that I was able to

learn from him and grow as a result in my own leadership skills. Kevin is thorough at his job, and incredibly articulate. He leads by letting those beneath him breath and giving them space when necessary. He also knows when and how to step in, without stepping on anyone's toes. I am happy to know Kevin, and to have worked with him."

— **Ramiro Gomez**, *Rigging Lead, Walt Disney Feature Animation*, reported to Kevin at Walt Disney Feature Animation

"Kevin is an outstanding digital artist and supervisor. I had the great pleasure of working alongside Kevin for 2 years during which time the wealth of knowledge and experience he always brings to the table never ceased to amaze me. Kevin is fully conversant with all aspects of animation film-making (both 2D and 3D, both feature-length and short subject) and, in particular, possesses a world-class expertise in the areas of character animation, rigging, and dynamics. Kevin is remarkably articulate and organized and has a true sense of humor. Kevin is truly inspirational to work with and I can't recommend him highly enough."

— **David Hermanson**, *Technical Supervisor, Walt Disney Feature Animation*, worked directly with Kevin at Walt Disney Feature Animation

"I had the pleasure to meet Kevin when he came to the fmx-convention as a spotlighted speaker for Disney Animation. He has a highly energetic and charismatic personality, and became a shining example for fulfilling the high expectations of a much anticipated talk. Getting to know him better just confirmed the image: He is modest, fun and easy to talk with - and I have rarely met anyone who has gathered such a long and impressive resume, without loosing the idealistic vision and a invigorent passion for animation and filmmaking. Without a doubt, this is the source for his drive to share his knowledge and the ability to pass on the spark: not only as speaker or teacher but also as founder of the non-profit "Animation Co-op". To me, Kevin has become a mentor whose honest and generous advice has proven to be invaluable, and i would welcome working in his team him at any time!"

— **Bernhard Haux**, *Student, Filmakademie*, was with another company when working with Kevin at California Institute of the Arts

"I worked with Kevin on and off for nearly 11 years. I have always been in awe of his work ethic, positive attitude and energy levels. He is dedicated, hard working and a generally cool guy. Whether Kevin was doing the actual work, or managing the department, I always knew the end results from his side of the pipeline would be superior. I would not hesitate to work with Kevin again and recommend him without reserve."

— **Heather Pritchett**, *Look Development Supervisor, Walt Disney Animation Studios*, worked indirectly for Kevin at Walt Disney Feature Animation

"Kevin is super fun to work with and amazingly creative."

— **Dara McGarry**, *Technology Lead, Resources, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"Kevin is an excellent communicator and was instrumental in setting up the backbone of Disney's CG pipeline. His enthusiasm and vision will be a driving force for any team he works with in the future."

— **Ramon Montoya-Vozmediano**, *Senior Software Technical Director, Walt Disney Feature Animation*, reported to Kevin at Walt Disney Feature Animation

"Kevin exhibits all the good qualities you'd want in a CG Supervisor. He's a strong leader, is organized, enthusiastic and genuine. Great to work with!!"

— **Olun Riley**, *Lighter/Composer, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"Kevin has unsurpassed energy and passion for his work. His intelligence is evident in how he approaches his work and in his questioning nature. Kevin's willingness to share his knowledge and his ability to express ideas clearly and concisely make him an excellent teacher and mentor."

— **Lisa Poole**, *formerly Associate Producer, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"The most effective and cohesive production team I've ever worked with was the character team on "Chicken Little" at Disney Feature Animation. Kevin Geiger was one of the main enablers for that team."

— **Anders Beer**, *Technical Director, Disney Feature Animation*, worked indirectly for Kevin at Walt Disney Feature Animation

"While working in the Walt Disney Feature Animation Florida Studio on the movie *My Peoples*, I was told that I would eventually transition into a character finaling role. I went to the training library and checked out a series of tapes on character finaling. They were made at the Burbank studio and featured Kevin Geiger explaining very clearly all of the steps needed to do production character finaling using the Disney tools. This was my first introduction to Kevin who later became my CG Supervisor on *Rapunzel Unbraided*. Kevin is a very articulate and charismatic person. After watching these tapes I felt like he was already my friend, so when I transferred to Burbank I was glad to have him as a supervisor. Kevin not only is an expert at CG character pipelines, but he invents, documents and promotes workflows that help produce outstanding character animation for Disney and the rest of the industry. He is actively involved at SIGGRAPH, programs at universities and the animation industry. He is a natural leader, he is the guy you want on your team."

— **Lee Gramling**, *Character Technical Director, Walt Disney Feature Animation Burbank*, reported

to Kevin at Walt Disney Feature Animation

"Kevin is knowledgeable in his role and in the industry as a whole. One of the things I admire about him is that he truly loves the field of animation, both within and outside of his direct job, and it is reflected in his work. He has a talent for spotting and developing talent in others and a big picture view that helps coordinate between departments to help a movie pipeline run as smoothly as possible."

— **Ernest Petti**, *Sequence Lead, Walt Disney Animation Studios*, worked with Kevin at Walt Disney Feature Animation

"I have had the pleasure of working with Kevin Geiger at CalArts for a number of years. He has proved to be one of our most dedicated and effective faculty members. He communicates his wide-ranging knowledge and comprehensive overview of the field with a focused passion and attention to critical detail. Kevin's deep insight into human nature and the complexities of the creative process adds an essential dimension to his teaching. Students find his easygoing yet energetic presentation style coupled with his patient and generous approach to problem solving empowering. In addition to his excellent work as a teacher, Kevin has been instrumental in assisting us in highly successful searches for other outstanding teachers and he has played a pivotal role in shaping our curriculum to meet the evolving needs of today's students. CalArts is extremely fortunate to have Kevin Geiger on our faculty."

— **Michael Scroggins**, *Director, Computer Animation Labs, CalArts*, managed Kevin at California Institute of the Arts

"As a software engineer, i worked with Kevin on numerous Animation tools projects throughout the years. Kevin has a proven ability to articulate non trivial ideas and projects into attainable and workable solutions. His deep understanding of the production process makes him a prime liaison between the worlds of Art/Production and Technology. He is also very focused and never hesitates to put discussions/projects back on track. Simply put, he is a motivated and nice person to work with, and i would enjoy working with him again."

— **Alexandre Torija-Paris**, *Senior Graphics Software Engineer, Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"It was a great pleasure to work on Kevin's team. He is very energetic, and leads with a combination of efficiency and heart that is very effective in accomplishing goals. Kevin is exceptionally good at recognizing and developing the talents of his people."

— **Marianne Gorczyca**, *Character Technical Director, Walt Disney Feature Animation*, reported to Kevin at Walt Disney Feature Animation

"I've know Kevin for a number of years now having met him through the Animation Coop, an independant animation film organization he co-founded some 5 years ago. His reputation as a

consummate animation professional and individual that is good to work with is at the top of my list! I would work with Kevin on both collaborative research and professional jobs any time."

— **Mark Chavez**, *Assistant Professor, Nanyang Technological University*, worked with Kevin at California Institute of the Arts

"Kevin is a very talented CG artist. He is great to work with and can work well under pressure. He has tremendous execution skills as well as a good creative vision."

— **Steve Poehlein**, *Manager, Digital Animation Software, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"Kevin has a wide range of knowledge in CG animation and is valuable in overseeing animation projects from start to finish. He is easy to talk to, talented and innovative."

— **Yuriko Senoo**, *Sr. CG Character Animator, Self-employed*, worked directly with Kevin at Simplistic Pictures LLC

"Kevin made huge contributions to creating the CG production pipeline at Feature Animation. He is a high energy leader that can define and communicate his strategic vision, and then is willing to roll up his sleeves to help make it happen. His passion for high quality art and animation infects his teams as well as supporting groups. No matter how much pressure the production is under, Kevin is always a pleasure to work with."

— **Jack Brooks**, *VP, Technology, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"Kevin Geiger is a great guy, creative thinker, technician and artist. In the time that I worked with him I constantly saw him tackling and solving problems that others would shy away from. He is always thinking ahead, anticipating solutions and preparing for anything that he might meet along the way. His technical skill, eye for detail and creativity make him a triple threat any employer would want on their side. I highly recommend Kevin!"

— **Eliot Sirota**, *Assistant Animation Technical Director, Walt Disney Feature Animation*, worked indirectly for Kevin at Walt Disney Feature Animation

"Kevin is extremely detail oriented, and has exceptional communication skills. He is also able to negotiate and prioritize without making people feel that there have to be 'winners' and 'losers' - an important skill for maintaining team spirit and relations with other groups. I worked with Kevin closely on Chicken Little, and we spent a great deal of time working out how to incorporate a new technology (subdivision surfaces) in our workflow. Kevin's consistent level of organization and calm demeanor helped us get through periods of scarce resources and tight deadlines without turning on each other like wild dogs."

— **Jason MacLeod**, *technical director, walt disney feature animation*, worked indirectly for Kevin at

## Walt Disney Feature Animation

"It was very exciting to work with Kevin at Disney. He brings a lot of energy to the table. His insight into the art of animation was invaluable in determining tool requirements and providing accurate and effective direction to the development team. His ability to communicate with the artist community assisted greatly in producing high value development efforts. It was a great pleasure to work with him."

— **Chris Mihaly**, *Senior Development Engineer, Walt Disney Animation Studios*, worked with Kevin at Walt Disney Feature Animation

"Aside from the fact that Kevin is one of the leading voices in animation and visual effects worldwide and has worked with the most prestigious companies in the field as well as on the most successful film titles in the genre, he is an extraordinarily nice and generous human being as well."

— **Dory Benami**, *Film Distribution and Production Lecturer, Freelance*, was with another company when working with Kevin at Simplistic Pictures LLC

"Kevin is intelligent and talented with a real interest in doing things to the best of his ability. He's a balanced personality and tries to see issues from various points of view. I whole heartedly endorse Kevin."

— **Von Johnson**, *Owner, Von Johnson and Associates, Inc.*, was with another company when working with Kevin at Simplistic Pictures LLC

"I worked with Kevin in pre-production team at Disney about a year. He was a front-end CG supervisor. Kevin is well organized cg supervisor and always lead the production meeting with clear explanation and well prepared about topic."

— **Byunggun Jung**, *Look Development Painter, Walt Disney Feature Animation Studio*, worked indirectly for Kevin at Walt Disney Feature Animation

"I first met Kevin when i was a student at the ohio state university. his passion and expertise in the art of rigging gave me clear direction as to how i wanted to take my career. his work is exceptional and he is a pleasure to have in the classroom. he offers guidance and insight in the industry to young professionals and i would love to work with him in the future once again. i fully endorse kevin geiger, and speaking for myself, i look to him as one of the leaders in the industry."

— **Brent Zorich**, *Technical Artist/ character technical director, EA Sports*, was with another company when working with Kevin at Simplistic Pictures LLC

"Kevin was an extremely professional individual who takes his job seriously and is a loyal employee. He is also able to have fun at his job, while still getting the work done and demanding a high level of competency from his team. Kevin is also very adaptable and has a varied knowledge

of his medium. He would be an asset to any company."

— **Joe Mandia**, *Character Animator, Walt Disney Feature Animation*, worked indirectly for Kevin at Walt Disney Feature Animation

"I had the pleasure of working with Kevin on several productions to recruit staff while at Disney Feature Animation. It was refreshing to work with someone that always knew exactly what he wanted and was looking for in a candidate for his team. He is articulate and energetic. Tiffany Herrington"

— **Tiffany Herrington**, *Recruitment Manager, Walt Disney Animation and Walt Disney Studios*, worked with Kevin at Walt Disney Feature Animation

"Kevin has a passion for animation that comes through in everything he does, in supervising his Disney crew, coordinating independent projects, at various speaking engagements, and mentoring students. An excellent spokesman for our company, and a pleasure to work with."

— **Arthur Shek**, *Sr. Graphics Software Engineer, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"Kevin has the very rare gift of being able to create something special from a single idea. His dedication, deep knowledge of the animation field and consummate people skills make him a real leader in the industry."

— **Michael Blum**, *Owner, Pipsqueak Films*, was with another company when working with Kevin at Simplistic Pictures LLC

"Kevin was an easy person to work for with a sense of humor that helped bring the team together. He managed to skillfully steer the production of "Chicken Little" through several tumultuous changes in executive management."

— **Timothy Richards**, *Technical Director, Disney Animation Studios*, reported to Kevin at Walt Disney Feature Animation

"Kevin brings a level of detail and focus to his work that few people do. He follows up much of what he is doing with very detailed documentation which is very useful to many around him. It was a pleasure working with Kevin and I'm sure the company that snaps him up will be a happy one."

— **Mike Belzer**, *Supervising animator, Walt Disney animation studio*, worked with Kevin at Walt Disney Feature Animation

"Kevin was a fantastic supervisor, with vision, dedication, and enthusiasm for the art of animation. He led the charge to develop the first really comprehensive training program at Disney Animation that thoroughly ramped up his crew from hand-drawn to a completely digital process. He was very organized, and created a clear plan that documented exactly how each of his departments could

make the transition. He championed an artist friendly process for creating truly cartoony characters in CG. He was a real pleasure to work with. Walt Sturrock Digital Training Manager Disney Animation Studios"

— **Walt Sturrock**, *Training Manager, Walt Disney Feature Animation*, worked with Kevin at Walt Disney Feature Animation

"Kevin Geiger is a masterful animator, digital film producer, crew leader and animation instructor. His creative imagination is a huge asset to any project. I would welcome the opportunity to work with Kevin again."

— **Stewart Dickson**, *Senior Technical Director, Walt Disney Feature Animation*, worked directly with Kevin at Walt Disney Feature Animation

"Kevin is a real sharp guy. In the world of CG art, he stands in the top 10 percent of people you'd be lucky to deal with. He's well organized, intelligent, literate, and articulate. He does what he says he's going to do, and that's a valuable commodity these days. He's becoming a voice in the CG community for the better, and I'm glad to count him as a colleague."

— **Steve Ogden**, *Editor, AnimWatch.com*, was a consultant or contractor to Kevin at Simplistic Pictures LLC

"I know Kevin since years and he is one of the person who has a drive for his live. He always works and improves, he doesn't execute a job, he is a professional. I also saw Kevin acting with students and I saw that he is a great teacher, he gives the students what is important, the knowledge, he can show the skills, but he is also able to initiate a flame. I saw students very enthusiastic after his talk, therefore I can recmmend him without doubts."

— **Jurgen Faust**, *Prof. Chair, Dean of Integrated Media at Cleveland Institute of Art, Cleveland Institute of Art*, worked with Kevin at California Institute of the Arts

[Contact Kevin on LinkedIn](#)