

# Colin Lepper

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## Profile:

- 5 years studio experience, with a focus on stop motion.
- Directed 3 episodes of "Ask The Storybots" on Netflix
- Collaborated with teams across all mediums, including stop motion, 2D animation, cg animation, CG lighting, and more.

## Skills:

- Specialized in stop motion character animation, as well as building puppets.
- Experienced in all steps of the stop motion process, including puppet & set fabrication, set dressing, lighting, animating, and compositing.
- Directing teams of people across a diverse television pipeline in order to create a cohesive vision

## Software:

- Dragonframe, Davinci Resolve, Adobe After Effects, Adobe Premiere, and Adobe Photoshop

## Work history:

**June 2014 - May 2019| Storybots inc./ JibJab Media inc.**

**Jan 2017 - May 2019**

**Director/ Senior Stop Motion Animator (Ask the Storybots)**

- Director - Ask the Storybots: "Why Do We Have To Recycle?"
- Co-director - Ask the Storybots: "Why Can't I Eat Dessert All The Time?", "What Happens When You Flush The Toilet?"
- Sequence Director - Ask The Storybots: "How Do Flowers Grow?"
- directed and supervised teams of artists in house and globally across a variety of mediums in order to execute episodes that stay true to the initial vision
- made key decisions on what the overall look of the episode would be, and how it would be executed.
- fabricated multiple puppets and props
- setup scenes in camera, including framing, set dressing, and lighting
- animated a wide variety of scenes across many episodes
- color corrected and composited a wide variety of scenes across many episodes

**June 2016 - Dec 2016**

**Stop Motion Director (Jibjab)**

- directed a small team of people to create several 1 minute stop-motion ecards for the JibJab website.
- fabricated puppets, props, and sets
- animated full ecards
- dressed and lit sets
- composited and finalized footage
- animated 2D head assets in post

**June 2014 - June 2016**

**Stop Motion Artist (Ask the Storybots, Jibjab)**

- fabricated and animated a variety of puppets and sets
- composited stop motion footage in After Effects

**May 2013 - August 2013| Microsoft Game Studio**

**Cinematic Animator**

- animated several cinematic scenes in Maya to be used in an Xbox One game demo
- created Sequence Layouts in Maya for reference during Motion Capture shoots
- tested Facial Rigs for errors and limitations

**Education:**

**Sept 2010 - April 2014**

**Bachelors of Art: Animation**

Sheridan College  
Oakville, ON, Canada

**References:**

available upon request