DANA CORRIGAN 2D CHARACTER ANIMATOR

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SHOT BREAKDOWN
(IN ORDER OF FIRST APPEARANCE)

Fate Saga; Episode 1
- Software: Harmony, Maya, After Effects, Illustrator, Clip Studio Paint, Photoshop
- Tasks: Director, Producer, Production Manager, Script, Storyboards/Animatic, Character Design, Animation, Composite, FX, Editing, Graphic Design for Promotional Material and Merchandise
- Credits: https://www.dropbox.com/s/rxhqm58ro6rwl87/Credits.docx?dl=0

Fate Saga is a personal animated project that was originally a component of my MFA Thesis, and has since then been reworked to what will hopefully become an animated series. It's a story of fate and free will, and follows a cleric who sets out with a prophetic knight to learn magic and save her town. I've been slowly assembling and leading a crew to help fill in gaps and streamline production. www.fatesaga.com

Christmas E-Card (2019); Bowdoin College
- Software: Harmony, After Effects
- Tasks: Animation, Production Manager, FX, Compositing, Editing
- Credits: Character Designs by Alice Chrosny, Background and Storyboards by Wally Collins

Bowdoin's 2019 e-card is about a squirrel who wants to give a gift to the university's lion statue, and enlists the help of the President's dog, Emmie, to get him there. This was a charming little project that I put together a small crew for in order to meet the 3-month deadline. My fellow animators used Animate CC, Photoshop or Harmony for their animation, so I did the compositing in After Effects. Otherwise, all of my animation was a mix of frame-by-frame and puppet in Harmony.

Hazbin Hotel Pilot Episode
- Software: Animate CC, Harmony
- Tasks: Ink and Paint
- Credits: Material provided by Vivian Medrano

I was Ink and Paint for a few shots from Hazbin Hotel's pilot episode. We were allowed to use Animate CC or Harmony, whichever we preferred. I was training in Harmony at the time so I started in Animate CC and later moved onto Harmony once I became proficient in the software.

Christmas E-Card (2016); Bowdoin College
- Software: Animate CC, After Effects, Photoshop
- Tasks: Animation, Character Design, Storyboards, FX, Compositing, Editing
- Credits: Backgrounds and Color Design provided by Threnody Gawron.

Bowdoin's christmas e-card features the president's two labs, Pete and Emmie, on a playful adventure through the college's landmarks, where they meet the spirit of Bowdoin, represented by a polarbear cub. The film was created over the span of a month. I was the lead, and subcontracted Threnody to create the environments. This project incorporated a lot of animal action, with time spent researching on the different ways bears and dogs show playfulness and interaction.

Scythe X
- Software: Illustrator, After Effects
- Tasks: Character Design, 2D Rigging, 2D Puppet Animation, FX

I was tasked with designing the grim reaper mascot for the NFT start-up company, Scythe X. From there, I created concept illustrations for different poses and actions the character could take, and some short animations to be converted into GIF's and used on their website.

Coyote Dinner; Short Film
- Software: Flash, After Effects, Premiere
- Tasks: Puppet Illustrating and Rigging, Animation, Compositing, Editing, Art Directing
- Credits: Coyote Dinner is based on a children's book of the same name, by Nate Marsh, and Nate himself illustrated the background.

Early on in this small scale production, it was important to decide what style of animation we would use. We wanted to try and incorporate Nate Marsh's watercolor style into the film. However, most of us had varying degrees of watercolor skill, so animating the film traditionally felt impractical. Thus, I decided on doing a Flash puppet test, with custom-made watercolor textures based on watercolor brush strokes scanned into the computer and converted to greyscale. The style was approved, and I became the Art Director for the project. From that point on, most of my time was spent developing the puppets and interchangeable parts for the three main characters, and showing the animators how to properly animate puppets in Flash. The scene provided in the demo reel was one I

animated myself, with the puppets I created. Later in the project, I composited the puppet animations with the bunny clusters provided by some of my teammates, and edited the shots together.

The Dungeon; Advertisement for Comic Series
- Software: Photoshop, After Effects
- Tasks: Animation, Puppet Rigging, Lightning and Particle Effects
- Credits: Puppet Illustration, script, dialogue and background provided by Shawn Harbin.

I was provided an illustration of the mascot character, Laci, from The Dungeon, which I extracted parts of in Photoshop and turned into a puppet in After Effects. The animated sequences were part of a trailer for a Dungeon Kickstarter campaign. The idea was to provide a short, fun introduction to the character Laci, and to the world of The Dungeon, itself.

Crybot; The Storyship
- Software: After Effects
- Tasks: Crybot's Puppet Rigging, Puppet Animation, Special Effects (eyebeams and smoke), Text Animation, Compositing the Rig into the live action scene.
- Credits: Crybot's puppet parts and live footage was provided to me by The Story Ship.

Crybot is a live action/animation hybrid about a little boy who meets and helps a hypersensitive robot whose confidence has been tarnished by bullies.