# Animation and the 3D Digital World

## Lauren Carr
**Technical Artistry**

With fourteen years of professional experience in feature animation, I am motivated to use industry-standard 3D software to produce experimental animation that resembles traditional drawings.

My collaborative method utilizes three art forms—fine art, animation and poetry, for the purposes of investigating and applying a new technique in 3D software, resulting in a non-traditional 3D animated style. The work I create features myself as animator and director and world-renowned poet Frank Messina.

My concept introduces 3D software to fine artists as a means to recapitulate their craft. My goal is to convey an uncommon aesthetic tone for 3D animation and develop new forms of study for fine art students. Most animation students try to recreate the standard "Pixar" style—often with poor results, and in my estimation, places an unfortunate barrier between fine art and technical art. However, this modified approach lends itself to new perspectives for animation students as they continue to develop.

I would be honored to speak and exhibit my analysis of the cross-pollination of fine art and technical art using 3D software as a back-end tool. For the technical aspect, I will demonstrate how sketches are mapped for the groundwork and imported into the 3D software for further exploration and applying custom animated brush strokes and blending methods. My social concern is the progressive gap between artists and computer technicians.

## Biography

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Lauren Carr received her MFA in 3D Animation from Pratt Institute. During her thesis work in 2000, she taught Maya at Parsons in the BFA Computer Art Department as well as continuing education classes at Pratt. After receiving her MFA, Lauren accepted a position teaching traditional animators how to use Maya at DreamWorks Feature Animation.

Lauren later joined production at DreamWorks in the crowd simulation department on "Spirit". She then went to work at Sony Imageworks on the Oscar winning animated short, "Chubb Chubbs" as animation support and character rigging. Lauren went on to work at Kodak's Cinesite in Hollywood as a character rigger for "XMen 2". Following Cinesite, she then worked for seven years at Disney Feature Animation as a character technical director on "Chicken Little", "Meet The Robinsons", "American Dog" / "Bolt", "Christmas Carol" and "Tangled".

In 2010, Lauren moved to the east coast to work for Fox's Blue Sky Studios as a character cloth simulation technical director on "Rio", "Ice Age", "Epic" and "Rio 2". While she worked at Blue Sky she also taught 3D character modeling and rigging, using Maya, in the BFA Computer Art Department at SVA.

Lauren is now the sole 3D Animation Assistant Professor in the Animation / Illustration department at Montclair State University, using Autodesk Maya. Teaching has always been Lauren's passion and her goal is offering students, at a state university, the same opportunities students at private art schools have, enabling her students to learn and work in the growing 3D animation industry.

Her latest animation, *Barker*, can be seen at: https://vimeo.com/159655019