

## **Jericca Cleland, csc**

3036 W 24<sup>th</sup> Avenue

Vancouver, BC V6L 1R6

778 862 0642

jericca@twentyoneinc.com

[http://www.griffonworks.com/studio\\_films/index.html](http://www.griffonworks.com/studio_films/index.html)

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### **EXPERIENCE**

November 2009-present, Cinematographer: *Arthur Christmas* (Aardman/Sony)  
Cinematographer consulting with Aardman Animations at Sony Pictures Animations on the upcoming CG animated feature *Arthur Christmas* (November 2011).

October 2008-present, CEO/CCO, Twenty-One Inc  
CEO and Creative Director of a film development and preproduction studio. We offer development, previsualization, and pitch reel services for animated and live-action cinematic projects: [www.twentyoneinc.com](http://www.twentyoneinc.com)

Feb 2000-present Cinematic Consultant/Instructor/Guest Speaker  
Cinematic consultant, guest speaker, and instructor for companies, schools, and organizations in various visual media. Clients include Electronic Arts, Rainmaker, Vancouver Film School, Van Arts, Siggraph, Insight Out, Cal Arts, Texas A&M, CASO, The Animation Workshop, and Pixar Animation Studios. Lectures and workshops cover topics in visual storytelling, cinematography, improvisation, story structure, previsualization, and filmmaking.

August 2008-present Screenwriter & Story Consultant  
Screenwriter and story consultant for various studios and independent clients. Writing projects include both live-action and animation feature scripts, short films, and short fiction. Story consulting for feature scripts, novels, and short form fiction. Also an instructor in story structure and pitching at various film schools and studios in North America and Europe.

Aug 2004-April 2009 Screen Story Instructor, Vancouver Film School  
Primary curriculum designer and instructor for a series of filmmaking classes emphasizing storytelling. Part-time mentor for 3D Animation students in story, cinematography, visual storytelling, staging, and editing. Lectures include improvisation, narrative structure, composition, editing, lighting, sound, cinematography, and making a short film.

September 2007-October 2008 Cinematographer; Rainmaker Entertainment  
Cinematographer for *Escape From Planet Earth*, a Weinstein Company computer animated feature film (currently on hold). Responsible for supporting the Director in designing and overseeing the shot design, lighting design, character staging, and camera work of the movie. Worked tightly with the Production Designer to ensure set, character, and lighting design that supports filming and enhances overall visual storytelling.

April 2006-October 2007 Cinematographer; Vanguard Animation  
Cinematographer for *Space Chimps*, a computer animated feature film released in July 2008. Responsible for designing and overseeing the shot design, character staging, and camera work of the movie. Deeply involved in story, editing, and lighting design as well. Worked closely with producer Barry Sonnenfeld.

May 2003-Dec 2008 Writer/Director, Griffon Works Studio Films, Inc.  
Writer/director of several narrative short films and scripts. Screenwriter of multiple feature-length scripts. Winner of a 2006 Kick Start grant offered by the Directors Guild of Canada and BC Film and recipient of a National Film Board grant for a live-action short film.

2002-April 2003 Director of Documentary Projects, Pixar University, Pixar Animation Studios

Director, cinematographer, and editor of a series of educational, in-house documentaries which preserve and pass on the knowledge and experience gained in the making of *Monsters, Inc.* Also cinematographer and editor of other small, client-based, in-house documentary films.

2002-April 2003 Curriculum Designer, Pixar University, Pixar Animation Studios

Partner in designing and implementing a new studio-wide film school curriculum which offers certificates in screenwriting, production design, cinematography, editing, and directing. Also designed and implemented artist-based technical training for new studio hires.

2000-2002 Director of Photography, *Finding Nemo*, Pixar Animation Studios

Designed camera work and staging throughout the film. Created a filming plan to guide camera artists. Worked closely with the director, editor, production designer, and crew to fulfill the vision of the 3D filming and staging until Spring 2002.

1997-1999 Director of Photography, *Toy Story 2*, Pixar Animation Studios

Responsible for developing the camera work and staging for the majority of the movie. Supervised a team of 12 camera artists, working closely with the director, editor, and crew to support the story through the 3D filming and staging.

Spring/Summer 1997 Camera Artist, *Toy Story 2*, Pixar Animation Studios

Responsible for producing 3D camera work and staging for several sequences in the direct-to-video incarnation of this project. Promoted to supervisor of the department within 6 months of joining the production.

## FILMOGRAPHY

2011 *Arthur Christmas*, Cinematographer  
CG Animated Feature  
Sony Pictures Entertainment/Aardman Animations

Unreleased *Escape from Planet Earth*, Cinematographer  
CG Animated Feature  
The Weinstein Company

2008 *Space Chimps*, Cinematographer  
CG Animated Feature  
Fox Entertainment/Starz

2006 *The Weight of Light*, Writer-Director  
Live-Action 35mm Short  
Griffon Works Studio Films/Mirrorball Productions + DGC

2005 *Rachel's Finding*, Writer-Director  
Live-Action 35mm Short  
Griffon Works Studio Films

2003 *Finding Nemo*, Director of Photography (Camera&Staging)  
CG Animated Feature  
Walt Disney Pictures/Pixar Animation Studios

1999 *Toy Story 2*, Director of Photography (Camera&Staging)  
CG Animated Feature  
Walt Disney Pictures/Pixar Animation Studios

## EDUCATION

1997-2002 Self-Directed Education in Filmmaking, Various San Francisco Area Institutions and Pixar Animation Studios (full details available upon request)

1989-1993 B.S. Computer Science, University of Michigan, Ann Arbor, MI

**REFERENCES:** Available upon request.