

Tia Kratter



Art Direction & Animation Visual Development

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Los Angeles, CA

Art director for Academy Award-winning feature films, with 20+ years providing exceptional art for the world's leading animation studio, Disney Pixar. Develops the look & style of groundbreaking animated films. Seamlessly merges traditional & digital art with expertise in Adobe CC. Committed team player, mentoring colleagues to further a project, with creativity and enthusiasm. Teaches key technical skills in academic settings, coaching up-and-coming artists.

Core Expertise

Visual Development | Art Direction | Texture & Color Strengths | 3D & 2D Animation | CG & Traditional Approaches | Timelines & Budgets | Training & Development | Mentoring & Educating | Adobe CC |

Professional Experience

PIXAR ANIMATION STUDIOS

Until 2021

Manager | Art & Film Education – Pixar University

2013 - 2021

- Led team to popularize contemporary & cutting-edge films for Pixarians. Hired writers, directors, & speakers to disseminate insights into filmmaking.
- Taught hands-on classes, focusing on the core tenets of training the artist's eye, enhancing aesthetic abilities for film.
- Secured & facilitated classes with external instructors, leading figures from across the US.
- Enhanced independent filmmaking by executive producing the Studio's After Work & Co-op programs.
 - ✓ Imparted constant education as a cultural value of Pixar in partnership with the Executive team.
 - ✓ Increased cohesion between departments by creating collaborative environments.
 - ✓ Upheld PU Co-op program's legacy, supporting production of 3 Academy-Award nominated short films.

Art Director | Texture & Color Emphasis

1995 - 2013

- Defined colors & textures for every model—from characters, to environments, and props.
- Budgeted and managed production schedule for shader packets.
- Collaborated with Director, Production Designer, & Shading Technical Lead to create consistent visuals.
- Created paintings to guide a film's "look" to evolve Visual Development.
 - ✓ Earned Academy Award as an integral part of the team for *Brave*.
 - ✓ Offered team strong leadership and collaborative skills to support production.

Lead Digital Painting / Imperfectionist

1993 - 1995

- Developed film look by producing hand-painted & digital images to guide the technical team.
- Added believable flaws to modeled sets, characters, and props teaming with the Production Designer & Director.
 - ✓ Provided critical work for *Toy Story*, the first feature-length CG animated film.
 - ✓ Collaborated with a small artistic team to do the heavy lifting in creating the look of the film.

FREELANCE ARTIST

Previous Experience

Illustrator & Background Artist

- Created independent business serving film production & commercial houses. Established strong visuals for animated shorts & commercials. Painted backgrounds for multiple film companies.
- Collaborated with directors and art directors to interpret their vision and translate it into unique visuals.
 - ✓ Created imagery on commercials & music videos for Nickelodeon, MTV, General Mills, Levi's, etc.
 - ✓ Painted backgrounds for two feature-length films: *Rover Dangerfield* & *Thumbelina*.

WALT DISNEY FEATURE ANIMATION

Previous Experience

Journeyman Background Animation

- Provided art for the background department following the lead of the department head to establish a cohesive look.
- Transferred layouts into hand-painted 2D full-color backgrounds.
 - ✓ Contributed to iconic Disney films including *The Little Mermaid*, *Aladdin*, *The Fox & the Hound*, and others.

Feature Film Credits

“Brave” (Academy Award win)

“Toy Story” (Academy Award winning film)

“Finding Dory”

“Cars”

“Tron”

“The Little Mermaid”

“Aladdin”

“Beauty & the Beast”

“Hunchback of Notre Dame”

“A Bugs Life”

“Toy Story II”

“Rescuers Down Under”

“Oliver & Company”

“The Black Cauldron”

“The Great Mouse Detective”

“Mickey’s Christmas Carol”

“The Fox & the Hound”

“Thumbelina”

“Rover Dangerfield”

“Boundin” (short film)

Accomplishments & Accolades

- Member, Academy of Motion Picture Arts & Sciences.
- Integral part of 2 Academy Award-winning Films.
- Press tours for “Brave” and “Cars.”
- Wrote and published “The Color of Pixar” (2017).
- Solo Art Show: Pixar West Gallery “A Painting a Week” (2011).
- Participant in various Museum Shows: MoMa (NYC), OMCA, Melbourne Museum of Science, Boston Museum of Science, and others.
- Featured in “One Day at Disney” (2020), showing a day in the life of different Disney cast members.
- Featured in various “Art of” books: The Art of Toy Story, The Art of A Bugs Life, Brave, and others.
- Lectured at multiple speaking engagements, both nationally and internationally, including various topics: Inside Pixar- How We Make Our Films, Methods of Creativity, The Color of Pixar, Behind the Scenes of Pixar Animation Studios, as well as lectures to potential commercial clients.

Education

B.F.A. Illustration | Art Center College of Design