

*Saturday, November 29, 2003*

Hello there!

You've found my .pdf file - most excellent - the next three pages profile what I've been doing since 1986.

I'd be happy to send down a CD-R to show various samples of my design, layout and illustration work.

I've worked in video, animation, type, print, etc. At the moment I spend 4 days a week (Sun-Wed) doing layout & design for 'The Miracle' newspaper in mid-Surrey, but that is pretty flexible. At the paper, I've been using QuarkXpress 4.11, Photoshop 6 and 5.5 with a bit of Illustrator 10 and use Distiller and Acrobat 5 quite a bit since we produce the whole thing without a single paper proof...!

My background for the past few years has been in compositing, color correction, retouching, invisible effects, design & layout and prepping images to be viewed on the web (image reduction, unsharpmasking and jpg optimization) etc. amongst other things.

Feedback welcome.

—Keven Fedirko

**My bio:****A short intro to Keven Fedirko**

<i>Address:</i>	<i>title:</i>	Photographer / artist / retoucher / chromakeying / colorist / layout / art direction / production layout / scanner / sys-admin
2150 – 152nd. Street White Rock, British Columbia V4A 4N8 tel: (604) 536-0593 email: kfedirko@telus.net	<i>firms:</i>	Altered Perceptions / Miracle News / Jarni
	<i>email:</i>	kfedirko@telus.net
	<i>web:</i>	www3.telus.net/kfedirko/   www3.telus.net/kfedirko/1.html
	<i>job description:</i>	Art Direction and production layout for the Miracle Newspaper. '95 to present : Freelance photography, wedding photography, motion graphics, design & layout, digital-retouching and candid-portrait sessions.
	<i>previously:</i>	<i>Summer '03 : Mercury Filmworks</i> : ink and paint on the "Yvon of the Yukon" show episodes 42-47 using v6 of usanimation. <i>Oct '01 to Summer '03 : Peter Fox Shoes</i> : website design, shoe photography, ad creation/execution, video-grabs. <i>August '02 : Jarni</i> : (0:35sec) hand-drawn animation - Produced a short segment opener (Bio-100%) for a 16mm independent film maker ( <i>Montréal, Que</i> ) Line-testing, doping (shot-layout), color models, cel coloring, scanning, rostrum & fx, sys-admin, technical direction. <i>May '98 to Oct '01 : National Film Board</i> : Chromakeying cut-out characters to enable multi-plane animation for a seven minute film about Joe Fortes ( local hero ) / Retouching and camera move animation for documentaries & animatics as well as the in-house sys-admin. <i>Feb '98 to June '99 : Peter Fox Shoes</i> : website design, shoe photography, ad creation/execution and created vector shoe illustrations. <i>Jan '96 to April '98 : Altered Perceptions</i> : completed a tileable texture library for SOFTIMAGE users. <i>Sept '96 to Jan '97 : Funbag Animation</i> : digital background painting for an HBO / Funbag animated show called "Spicy City" by Ralph Bakshi. <i>May '90 to June '95 : SOFTIMAGE Inc.</i> : Technical Support Specialist for approximately two years, Animation and Research Designer for two years, and finally Courseware Designer.
	<i>current interests:</i>	QuarkXpress, typography, View cameras, Final Cut Pro, Flash, photography, panoramics, waterskiing, and retouching.
	<i>currently:</i>	Exploring MAME and delving back into vector graphics. Drawing minimalist portraits and playing guitar when inspiration permits.
	<i>travels:</i>	Calgary ('02), LA ('98), Montréal ('98), SIGGRAPH-LA ('97), Yukon and Alaska ('95), Death Valley/NAB-Las Vegas ('93), SIGGRAPH-Chicago and Georgia ('92), LA ('91) SIGGRAPH-Dallas and NYC ('90).

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**Current History:**


Spring '03 – ongoing!



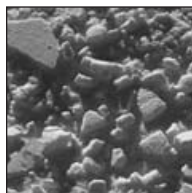
Aug '02



Oct '01 to '03



May '98 to Oct '01



Jan '96 to Apr '98

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**Work Experience**

- *Summer-Fall '03*

**Miracle News (Surrey)** : Art Direction and production layout for the bilingual newspaper (English and Urdu). Have slowly been revamping the layout and look of the paper since taking it from a bi-weekly to a weekly edition. Constantly striving to streamline the entire production process. Done entirely paperless with a complete pdf workflow from start to finish.

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- *Summer '03*

**Mercury Filmworks (Vancouver)** : ink and paint on the “Yvon of the Yukon” show which airs on YTV. I painted various scenes in episodes season 3 (42-47) using the latest beta v6 of usanimation (Opus).

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- *August '02*

**Jarni (Montréal)** : Produced a short segment opener (0:35sec) hand-drawn animation [TV Intro-100% Bio] for a 16mm independent film maker (Montréal, Que) Line-testing, doping (shot-layout), color models, cel coloring, scanning, rostrum & fx, sys-admin, technical direction.

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- *Oct '01 to Summer '03*

**Peter Fox Shoes (Vancouver)** : Revamped their web site, shoe photography, Ad creation/execution, video-grabs.

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- *May 1998 to Oct '01:*

**National Film Board (Vancouver)** : Worked on a seven minute film about Joe Fortes, using a variety of s/w to chromakey (matte extraction) & re-animate traditional paper cut-out characters shot under-the-camera to enable multi-plane animation. [Final length with credits: 8 minutes 51 seconds] Layout, color correction, in-betweening, secondary animation, scanning, frame-grabbing, FX, DDR layoffs to tape, etc. / Retouching and camera-move animation for documentaries & animatics that get transferred to a digital disk recorder, and then layed off to BETACAM SP / Systems maintenance, trouble-shooting and backup to keep our Macintosh and SGI Labs running / Videograbs for print reproduction (off BETACAM)

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- *Feb '98 to June '99:*

**Peter Fox Shoes (Vancouver)** : Revamped their web site, Ad creation/execution, shoe photography, search engine tweaking and created vector shoe illustrations for their box labels.

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- *June, '95 to Present:*

Freelance photography – candid-portrait sessions for musicians, kids and casual-weddings.

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- *Jan, '96 to Apr '98:*

**Altered Perceptions (Vancouver)** : Created a seamless texture library to be used by 3D professionals with the SOFTIMAGE|3D system [SGI/NT workstations], hand-coded web design for our web site, promotional materials, etc.

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- *Sept, '96 to Jan '97:*

**Funbag Animation (Ottawa)** : Digital background painting [Photoshop] for an HBO / Funbag animated show called “Spicy City” by Ralph Bakshi.

- *May, '90 to June, '95:*

**SOFTIMAGE Inc. (Montréal)** : Initially as a Technical Support Specialist for approximately two years, Animation and Research Designer for two years, and finally Courseware Designer from September 12, 1994 – June 9, 1995.

*Courseware Designer Duties:* Continued designing and writing the 'Getting Started' and 'Tutorial' exercises as well as working with two others to create training materials for courses provide by the in-house Training department at SOFTIMAGE. Designed tutorials and work-book type material for training classes. Created the user newsletter 'Words From the Wizard' [quarterly publication].

*Animation and Research Designer Duties:* Designing and writing the 'Getting Started' and 'Tutorial' manual exercises with a co-worker (never existed before in the company). Periodic updates with new exercises, and revisions for current software versions.

*Technical Support Specialist Duties:* Trouble shooting, bug testing and phone support for the Creative Environments' [now called : SOFTIMAGE|3D & XSI] world-wide client base. Created a bank of material shaders as well as 2D & 3D texture libraries. Resident video and Macintosh specialist. Helped keep the LAN network operational for awhile until a dedicated team was hired. Created release notes for various features (where information was lacking in the manuals) per client demand. This cut down on re-iterating common trouble areas with various aspects of the software. Also fielded UNIX queries, and setup/configured/upgraded SGI system hardware. Designed the look and feel of the Release Notes documentation in addition to writing and proofing early revisions of the manual. Setup trade-shows for yearly SIGGRAPH and NAB conference/conventions (network configuration and booth setup) as well as ensuring smooth functionality of the demo machines for the floor show and hotel suite for private demos.

## History – College and before:

### Education

- *Graduated from Emily Carr College of Art and Design:*  
With a Fine Art diploma from the Interdisciplinary Department (4 year course — 1986–1990). My major areas of study were computer graphics and photography. I used computers for static visual images [primarily] as well as for animation, (in both the 2d & 3d realm).
- *Other disciplines included:*  
Air brushing, painting, drawing, lithography, humanities / philosophy, modern art history, design history courses and animation.

## Other History:

### Previous Work Experience

- *June '88 to May '90:* Peter Fox Shoes Ltd., ( *Vancouver, BC* ), as their in-house artist, doing Ad creation and execution, as well as producing a current catalogue of their entire shoe line – as pencil illustrations with calligraphy. Suggested a Macintosh II (first color mac available), laser printer and greyscale scanner to Mr. Fox as a suitable option for a new working environment, to speed production, and increase productivity. Previously all Ads were sent out to an agency.
- *(same timeframe):* Imagineers ( *Vancouver, BC* ), doing a variety of Ad creation / freelance artwork in Illustrator & PageMaker as well as troubleshooting print output tasks (laserprinter and linotronic output).