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Contact:
Katherine Harper
Reel FX Creative Studios
Katherine.harper@reelfx.com
DIR: 214.247.2481

Wendy Teague
Reel FX Creative Studios
wendy.teague@reelfx.com
DIR: 214.247.2473

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//REEL FX

//KYLE CLARK AND BRYAN ENGRAM

www.reelfx.com



REEL FX Speaks Out at the 2008 //ADAPT Montreal Conference
~C.O.O. Kyle Clark and Animation Director Bryan Engram Join Industry Giants Panel List~

September 24, 2008 Dallas, TX—Reel FX joins the list of industry giant panels led by companies such as Dreamworks Animation SKG, The Jim Henson Company and Walt Disney Animation Studios to discuss how the emerging industry of computer generated imagery, technology and creativity routinely collide. Often, artists are forced to rethink their approach in generating content due to pre-existing technologies that are developed by technicians unfamiliar with the creative process. It's the belief of Reel FX's Kyle Clark and Bryan Engram that these processes can be redefined to work on behalf of the creative. They will discuss the benefits of a robust production pipeline and how it can be a support, rather than a hindrance to artists and the artistic process.

As Chief Operating Officer of Entertainment for Reel FX Creative Studios in Dallas, Santa Monica, and San Francisco, Kyle Clark has overseen projects for top studio clients such as DreamWorks, BlueSky/Fox Animation, Disney, Warner Brothers and Sony Pictures Animation. In this role, Kyle is responsible for the management of the entire entertainment division, including 75 artists and all of the digital, audio and editorial content for the studio's feature films, commercials and game cinematics.

Kyle joined Reel FX in 2004 as VP of Entertainment before being promoted in 2008 to his current position. Prior to Reel FX, Kyle worked as both a lead and supervisor on a number of feature, commercial, and game projects for companies such as Industrial Light and Magic, Sony Imageworks, Microsoft Game Studios, Mooncrescent Animation, Cinesite, and Digital Magic. Some of his credits include *Teenage Mutant Ninja Turtles*, *Everyone's Hero*, *Star Wars Episode 1*, *Harry Potter and the Sorcerer's Stone*, *Sleepy Hollow*, and *The Adventures of Rocky and Bullwinkle*, and the AAA title *Brute Force* for the Xbox game console.

In addition to extensive production experience, Kyle is the author of "Inspired 3D Character Animation" and series editor on an additional eight published books on digital production. He has taught and lectured at a number of colleges across the United States including University of Southern California where he received a Masters of Fine Arts in Film, Video and Computer Animation, as well as Texas A&M University, The Academy of Art San Francisco, and UCLA. He's also the recipient of a Student Academy Award for his short film "Switchback."

Bryan is currently serving as Animation Director in Reel FX Creative Studios' Entertainment division in Dallas. In this role, Bryan is responsible for the oversight of all Modeling, Rigging, and Animation for the studio.

Bryan came to Reel FX in 2003, and has previously served as layout supervisor and animation supervisor with the studio. His credits include the feature films *The Wild*, *Everyone's Hero*, *Teenage Mutant Ninja Turtles*, and *Open Season 2*, Blue Sky's animated *Robots* short *Aunt Fanny's Tour of Booty*, game cinematics for *Halo 2* and *Transformers :The Game*, as well as commercial work for Dreamworks' *Shrek the Third*, *Bee Movie*, *Kung Fu Panda*, and *Madagascar 2*. Bryan received his B.F.A from the University of Texas at Arlington with an emphasis in Film.

About Reel FX Creative Studios:

Reel FX Creative Studios is an integrated group of award-winning design and production studios that produce extraordinary animation, visual effects, entertainment content, commercials, and conceptual designs. With digital studios in Dallas, Santa Monica, and San Francisco, Reel FX's seasoned artists and producers collaborate with clients at every stage of the process, from original concept to visual development through production to final frame. The Company's collaborative environment and proprietary technologies are key tenets to our creative and production philosophies. See our entertainment work at www.reelfx.com and award winning design and commercial work from our design studio Radium at www.radium.com

About //ADAPT Conference:

The //ADAPT Conference is designed to teach the most advanced practices in digital art production. This conference touches every facet of digital art creation from film to video game development. //ADAPT joins computer graphic professionals and enthusiasts worldwide, delivering multiple high end classes taught by some of the most renowned artists from the most celebrated studios around the world.

//ADAPT is both a forum and a strategic venue where one can broaden their network, develop business relations as well as enrich their skills. //ADAPT offers an opportunity to come together while moving forward as an international event that embraces digital art creation in all its magnificence.

<http://adaptconference.com/>