

Biographical Sketch of Chris Miller



Chris Miller recently made his feature film directing debut with "Shrek the Third". Mr. Miller joined DreamWorks Animation in 1998 as a story artist on the studio's first animated comedy, "Antz." He subsequently went on to work as a story artist on the Academy Award®-winning hit film, "Shrek," while also writing additional dialogue and providing the voice of the Magic

Mirror as well as Gepetto. He then went on to serve as Head of Story on the blockbuster, "Shrek 2," which went on to become the highest grossing animated film of all time. In addition to providing various voices for the Shrek films, he also voiced Kowalski the Penguin in "Madagascar."

A graduate of the California Institute of the Arts' Animation/Film department, Mr. Miller is also a longtime collaborator with the Helios Dance Theater, for which he has created sets, films and projections on numerous occasions. Miller has worked on a wide array of features, commercials, videos, and internet projects, including a short for Steven Spielberg, entitled "Steven's Dream." His commercial work includes spots for Coca-Cola, Canon, The Comedy Channel and FILA, for which he won a Clio Award for best animated commercial. Miller has also produced several independent animated projects, which have been featured on MTV, and in festivals throughout North America and Europe.



**Georgia Institute
of Technology**

Woodruff School of Mechanical Engineering
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The George W. Woodruff School of Mechanical Engineering

Presents the Annual

Harold W. Gegenheimer
Lecture on Innovation

Mr. Chris Miller
Director, *Shrek the Third*
DreamWorks Animation

Tuesday
December 4, 2007
3:00 p.m.
Ferst Center for the Arts



**Georgia Institute
of Technology**

Gegenheimer

AN OGRE'S TALE: How To Make An Animated Feature In 1000 Easy Steps...

The successful world of Shrek will enter into its second decade with the release of the fourth installment in 2011. I've had the privilege of having a front row seat from the beginning. I started out as a story artist on the first Shrek and was head of the Story Department on Shrek 2, and finally, as a director on Shrek the Third. The experience has provided me a great education in storytelling and filmmaking.

Preproduction begins with the Story and Editorial departments crafting of what everyone hopes will be a well told tale. Simultaneously, the Art Department is busily creating the look of the "world". Meanwhile, the Layout Department is supporting both Art and Story, providing the camera work for the film. Production is well under way as the Animators help breathe life into our Actors fine performances. Lastly, the Lighting Department puts the finishing touches on an accessible, believable world. This sometimes chaotic, mostly organic process involves hundreds of artists working together, to help create a single vision.



Program

Introduction	Dr. Ward O. Winer Eugene C. Gwaltney, Jr. Chair of the Woodruff School of Mechanical Engineering
Gegenheimer Lecturer	Mr. Chris Miller Director, <i>Shrek the Third</i> DreamWorks Animation
Question-and Answer Session	Mr. Miller and Dr. Winer
Concluding Remarks, Presentation to Mr. Miller	Dr. Winer

*Please join us after the lecture for a reception in the
Gallery, adjacent to the hall.*