

JOHN BARDAKOS

{art.animation.direction.research}

Rue Guynemer 28, 93200 Saint Denis, France

MOB : +33 (0) 6 14 10 24 74 .

EMAIL: jbardakos@gmail.com .

URL1: www.johnbardakos.com .

URL2: bardakos.tumblr.com .

PROFILE

John Bardakos was born in Athens, Greece in 1976. He studied Mathematics and Art and got involved with the production of animated films as a character designer, animator, director and producer while working with various production studios and advertising agencies in Greece and abroad.

John is currently working and researching image and narration under the context of virtual reality, interaction and algorithmic art.

WORK EXPERIENCE

Owner, THESE 2008-2014

Art direction, direction, animation supervision, producing, character and concept art for animation and motion graphics projects.

Digital (2d, 3d) concept, production and consulting for applied media. (Film, TV, Web)

Art Director στο JAM creative studio 2005-2008

Illustration/ comics, motion graphics, scientific animation, visual effects, character design for TV

commercials, short films, and commercial web video games.

co-editor/artist of the comics magazine "HEHE".

Medical and scientific illustration and animation.

Digital ink and paint production και digital production supervision, background/layouts coloring,

Animation layers ink & paint for the film "12410+1 Roses" for director and producer Iordanis Ananiadis with association of ERT the and Greek Film Center.

Production management and vfx production, animation supervision for a series of educational DVD's with scientific and medical animation content for the Vizier Project in association with Limelight Productions.

Production and animation of medical and scientific visualization for the documentary "Deciphering the Viral World" in association with Limelight productions

Teaching "Techniques and methods of digital preproduction for animation projects." in ORNERAKIS SCHOOL OF APPLIED ARTS 2004-2005

Seminars for freelance 3d artist in (JAM Studio) the of 3d modelling and rendering in Lightwave 3d 2006-2008

Seminars for freelance artists (Play Studios) in the Art of Digital Compositing with After Effects 2006-2008

Teaching Autodesk Maya 101 / Introduction to 3d graphics and animation

ATHENS SCHOOL OF FINE ARTS FRANCO HELLENIC MASTER PROGRAM ART & VR 2013-2014

Paris 8 University, Paris, France (Master Class of Derivative's Inc. TouchDesigner) 2015

Paris 8 University, Paris, France (Course of Derivative's Inc. TouchDesigner) Semester 1 for Master students Art & Technology of Images (ATI)

Nogozon::Scope, Paris, France (Introduction to Creative Programming with Processing)

Character designer/illustrator/Layout Artist/Animator 1997-2004, (FREELANCE)

Illustration/Concept art/character design/Storyboard for clients like: Lowe, Cream, Leo Burnett, Spot Thomson, Red Cell Network, Macmillan Publishing, Oxford University Press, Daphne Communications (Penthouse/Maxim).

Animation/Assisting animation/Concept art/Modelling/Texturing/Compositing

for clients like : Timelapse Pictures & SONY pictures, Timelapse Pictures & Clasky Csupo/Paramount

Pictures, Avion Films, Cells Unlimited, Lynx Productions, Modiano Productions, Le Spot, Stefi productions, TopCut productions.

Older collaborations

Cartoonist (daily cartoon) at flash.gr 1999-2000

Illustrator/Cartoonist at Daphne Communications 1998-2000

Mathematics tutoring for students 1995-1997

Intern web designer at Qualco 1995-1996

EDUCATION

School and University Degrees

University of Athens, Department of Mathematics

Ornerakis School of Applied Arts (Design, Illustration, 2D Animation, Direction)

Aula Tematica, Madrid (Master Course of 3D Animation)

Athens School of Fine Arts

(Master Program in Art V-R and multiuser systems of artistic expression)

Seminars/Conferences/Papers

Digital Storytelling in times of Crisis 2014 (Virtual Reality Επιλογή in Crisis project presentation)

Digital Storytelling in times of Crisis 2014 (Virtual Reality Επιλογή in Crisis Paper presentation)

Anomalia 2010 seminar Production management for animation projects (TVCs, feature films, animated series, video games) (Litomyšl, Czech Republic)

Cartoon Masters Conference (Financing animation projects, Malaga 2010)

SideFX Software Seminars in Character Effects using Houdini (London, 2008)

SideFX Software Seminars in Particle Effects 2007 using Houdini (London, 2007)

MEDIA DESK HELLAS Screenplay adaptation techniques workshop (Athens, 2007)

Timelapse Pictures SA Pre production techniques seminar for 2D animation (Athens, 2002)
(Layouts, Storyboard, Character Posing)

Timelapse Pictures SA Development and preproduction for short films seminar (Athens, 2002)

SKILLS

Having worked as an animation director, producer, and designer for more than fifteen years in the broader field of visual communication, John Bardakos has acquired experience and skills in digital arts, sequential storytelling, art direction, character design and animation, visual effects, motion graphics, illustration and mostly problem solving in the context of any art or production.

On the other hand as a Mathematics graduate John Bardakos can easily handle computers, hardware or software and with great ease adapt and learn new systems. This combined with the visual arts background can provide a great ease in learning and applying new ways of producing new types of artwork combining a digital and analogue workflow.

He guarantees efficient and reliable problem solving in the commercial but also in the artistic scope of all projects having the ability to combine concept, content and form.

DIGITAL LITERACY

Operating Systems

Windows/Mac OSX/Linux

Basic office suites

Microsoft Word/Excel/PowerPoint

Apple Pages/Numbers/Keynote

Information structure and organizing tools

Mind mapping applications (iMindMap)

OmniGraffle/Evernote

Zotero/Docear

2D Image processing, Animation Editing and Compositing Software

Adobe Creative Suite (Photoshop/Illustrator/Premiere/After Effects/Flash) Final Cut Pro/Motion

2D Animation/Content creation

ToonBoom Animate/Animate Pro

TV Paint Animation

Digital Fusion

3D Animation content creation and manipulation/Rendering software

Houdini FX/Lightwave 3D/Blender/Modo/Maya/Cinema4D/Project Messiah

(Modelling/Rigging/VFX/Animation/Shading/Rendering)

Unity 3D/C#

Basic Programming skills

Mathematica

Processing

C# /Unity

C++/Cinder/Openframeworks

Supercollider/Pure Data

Touch Designer/Python

Basic Scripting in

Houdini Python /After Effects/Project Messiah

Ease of use with nodal environments (Shake/Nuke/Houdini/Max MSP/TouchDesigner)

Audio/Music

Audition
Renoise Tracker
Ableton Live
Adobe Audition
Apple SoundTrack Pro
PureData/Max MSP

FILMOGRAPHY

2000-2001

“Little red riding hood” (short film)/(ORNERAKIS SCHOOL OF APPLIED ARTS)
Storyboards, concept art/ character designs/Animation,Layouts/Ink&paint

2001-2002

“8 Crazy Nights” (Timelapse Pictures for Sony entertainment)
Assisting Animation

2003-2004

“Rugrats Go Wild” (Timelapse Pictures for Paramount pictures/Clasky Csupo)
Layout Artist/Character Posing/Background Cleanup Artist

2003-2004

“Creating Knowledge” (documentary by director Michalis Sifakis/FidoAnimus Productions, I.T.E.
Foundation)
Motion Graphics

2003-2004

“Jester Till” (Timelapse pictures for Munich Animation)
Assisting Animation
“Mycology I” (Timelapse pictures)
Concept design/Story development

2005-2006

“Freud and the Fish” ((short film) Aula Tematica)
Preproduction (storyboards, concept art, rough layouts)
3D Modeling and Texturing/3D Animatic and Layouts

2006-2007

“Deciphering the Viral World” (the documentary) (Limelight Production/Vizier Project)
Scientific 3d visualization

“The fountain of Youth” (short film)(Timelapse Pictures/Greek Film Center)
Modeling/Design/Layouts

2008-2009

“Deciphering the Viral World” (the DVD series) (Limelight Productions/Vizier Project)
Production Management
3D animation and pipeline coordination

2008-2010

“12410+1 Roses” (short film) (Jordan Ananiadis, Cells Unlimited, and Greek Film Center)
Digital production and supervising for digital data management. Background/Layouts
coloring/Animation Layouts ink& paint

2012 - ...under production

“My face” (short film) (John Bardakos, Stavros Dilios, these)
Storyboards

2013 - ...under production

“Hyparxis Logos” (short film) (John Bardakos/these)
Concept, script, storyboard

2013 - ...under production

“CHAIRS” ((short film) Jordan Ananiadis, Cells Unlimited,John Bardakos, ERT)
Digital production and supervising for digital data management. Background/Layouts
coloring/Animation layers ink& paint

EXHIBITIONS

1999

Group exhibition in the context of the annual comics festival of VAVEL (with MM team)
“Third planet museum of civilization”

2000

Group exhibition in the context of the annual comics festival of VAVEL (with MM team)
“Hell and heaven in comics”

2001

Group exhibition in the context of the annual comics festival of VAVEL (with MM team)
“The 5th Dalton”

Group exhibition in the context of the annual comics festival of VAVEL (with MM team)
“I Need a Hero” Athens/Thessaloniki

Group exhibition at Booze (Grandfather is Dead)

Group comics exhibition at **Astrolavos** Gallery (kites) (as **MM**)

Group comics exhibition at **Dexameni** Gallery (little prince) (as **MM**)

2006

Group exhibition in the context of the annual comics’ festival of VAVEL (as **JAM**)

2008

Synch 2008 (co - Direction and production for the video clip Lazy lovers music by Nikos Vittis) (as **Fidoanimus**)

Group exhibition at the Byzantine museum of Athens “**Unbuilt/Horror Vacui**” (as **Fidoanimus**)

Character Synthesis Totem //John Bardakos (Athens Digital Week)

2009

Design Walk 2009 (**Playstudios “LOOP” //John Bardakos “Animation -KURT and the UTM-**)

Character synthesis II (as **These**) (**Athens Digital Week**)

2012

Athens International comics festival 2012 as the **Tautologist** (group exhibition with socomic.gr)

2013

Group exhibition for the “**Athens Bike art festival 2013**” at Camp/Athens

2014

Virtual Reality exhibition for the Conference **Digital Storytelling in times of crisis** with the Art work “**Επιλογή in Crisis**” produced with the Franco-Hellenic Master Course team (Art, VR and multiuser

systems of artistic expression).

Group exhibition for the “**Athens Bike art festival 2014**” at Camp/Athens

Virtual Reality exhibition for the v-r art work “**Επιλογή in Crisis**” produced with the Franco-Hellenic Master Course team (Art, VR and multiuser systems of artistic expression) during the Digital Storytelling in times of crisis conference. (**Miden Festival, Kalamata, Greece**)

MFA Art, Virtual Reality and Multiuser Systems of Artistic Expression **Portes Ouvertes 2014** group exhibition (**Athens School of Fine Arts/Athens**)

2015

Virtual Reality exhibition for the conference Arles IEEE VR 2015 with the Art work “**Επιλογή in Crisis**” produced with the Franco-Hellenic Master Course team (Art, VR and multiuser systems of artistic expression).

Interactive Installation “Dialogue” In the context of the CIVD Festival in Paris 8

Presentation of personal project “Ouroboros self-reference VR apparatus” and personal glitch self – referential feedback imagery in the festival glitch.refrag.paris at Parson’s School Paris.

Part of “The Wrong” in the Homeostasis Lab for the Digital Biennale