

## **Bernhard Haux – Pixar Animation Studios**

**Bernhard Haux**

**Character Technical Director**

**Pixar Animation Studios**

Bernhard Haux joined Pixar Animation Studios in January 2008 as a Character Technical Director working on Disney•Pixar's '*Up*' as well as on the recently released feature film '*Toy Story 3*'. His focus at Pixar is character modeling and articulation, aiming to achieve quality control across a wide range of designs.

Prior to Pixar, Haux started his career in Munich as a Storyboard Artist and Animator. As a Project Manager for Asset Media International AG he later coordinated the production of animated TV Series and Pilots.

During his studies at the Filmakademie Baden-Württemberg and under the label of his company '[characteranimator.com](http://characteranimator.com)' he has contributed to many award winning short films such as '*Real Birds Don't Barf*', '*My Date From Hell*', '*Descendants*' (...), studio soi's '*Oli's Chance*', the feature film '*Krabat*' and was responsible for an early main character previsualization of Peter Lords upcoming feature film, '*The Pirates!*', at Aardman Animation Studios.

Haux is now working on '*Brave*', one of Disney•Pixar's 2012 feature films. He currently lives in Oakland, California.

### **Topic:**

In feature animation, characters face a variety of changes during story development and the production process. This talk will give a quick overview of character creation at Pixar and will go over some quality control mechanisms which ensure that the character stays true to the director's vision.