

Valerie Kagehiro

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EXPERIENCE

Lightstorm Entertainment (2019-2025)

Avatar: Fire and Ash (2022-2025)

Sequence Artist (2022-2024) | Senior Sequence Artist (2024-2025)

Responsible for overseeing specific scenes for virtual camera capture on motion capture stage and addressing notes in a timely manner. Responsible for previs animation, previs FX incorporation, scene building, and motion capture integration into virtual scenes. Collaborated with multiple teams and different departments to address director notes and deliver files ready for virtual cameras.

Avatar: The Way of Water (2019-2022)

Sequence Artist

Responsible for previs animation, previs FX incorporation, scene building, and motion capture integration into virtual scenes. Collaborated with multiple teams and different departments to address director notes and deliver files ready for virtual cameras.

Avatar: The Way of Water Tree of Life Collaboration with DisneyWorld (2022)

Sequence Artist | Animator

Responsible for final animation, lighting, and environment set dressing for ilu in bioluminescence and tulkun with babies montage. Worked with a small team and DisneyWorld Entertainment Department to brainstorm ideas and carry those concepts to the final product.

Wander Short Film (2019)

Animator | Previs Artist

Responsible for taking sequences from early concept to previs, and then to final animation. Assisted with lighting shots and environment set dressing. Collaborated with a team to efficiently tackle notes and complete the film in less than a year.

PROFICIENCIES

Maya, Arnold Renderer, Linux, Motionbuilder, After Effects, Adobe Premiere, Photoshop, Davinci Resolve, Shotgun, RV

EDUCATION

Savannah College of Art and Design (2015-2019)

B.F.A. in Animation | Dean's List (2015-2019)