

CV

STEVE CONNARD

Writer
Director
Academic

Film
Video
3D Animation
Computer games

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ACADEMIC

M.F.A. (Film Narrative) by Research 2003-2005 (Full time)

College of Fine Arts, UNSW

Research Topic: Film Narrative

Title of thesis: THE COMEDIC BASE OF BLACK COMEDY: an analysis of black comedy as a unique contemporary film genre

Title of exercise component: SEXY MONEY. First draft of a feature film black comedy screenplay.

Completion: 1st May 2005.

Additional Lecturer/ Tutor

Dept of Media Arts, COFA , UNSW

Writing for Digital Media 2004

Previous Education

B.A. Drama

FLINDERS UNIVERSITY OF SOUTH AUSTRALIA

Major In Film. 1975

Certificate In Marketing Studies (Advertising)

SOUTH AUSTRALIAN INSTITUTE OF TECHNOLOGY

Major in Advertising TV Production 1974

Industry Courses

AUSTRALIAN FILM, TELEVISION & RADIO SCHOOL (1986-2005)

Setting up an Independent Production Company

Scriptwriting for Film & Television

Casting for Film & Television

Actor / Director Relationship

Design for Film and Television

Directing Multicamera Drama Production

Writing for Interactive Multimedia

Script Editing for Film (2005)

The Hollywood Screenwriting Course Sydney, 1995

The 2nd Act Screenwriting Course Sydney, 1996

Robert McKee Screen Story Course Sydney, 2002

PRODUCTION

Feature Film and Television

Writer

“DOORWAY” Feature

A hip and sexy psychological thriller/ horror film about a group of students who cannot escape an old house. (Co-written with Joe Velikovsky from an idea by Steve Connard)

In pre-production, purchased by BM International and Polyphonic Entertainment Jan 2007

“SEXY MONEY” Feature 2004

A black comedy about how “affluenza” turns a domestic family dysfunctional.. Exercise component of the MFA at UNSW.

In development

"ALIEN STAR" Feature 2002

A "fish out of water" comedy about an alien sex worker from another planet who comes to Earth with the same appearance as the most famous actress in Hollywood.

In development.

Script Editor

KILLING TIME” , Feature 2005

(Written by Joe Velikovsky)

A psychological thriller about the evil psyche living in the neighborhood of Kings Cross, Sydney

“DAVE CHUCKS A SICKIE” Feature 2005

(Written by Joe Velikovsky)

A black comedy about fate stopping a young man trying desperately to see his girl friend.

2nd Unit Director

MEDISCH CENTRUM WEST, 1994

Jop Van de Ende

Dutch language TV Series - The Netherlands

1st Assistant Director

NORMAN LOVES ROSE, Feature, (Dir Henri Safran)

SLIPPERY SLIDE, TV Feature, (Dir Don Crombie)

MAD MAX Feature Film, (2nd Assistant Director) (Dir George Miller)

Production Manager

ISLAND TRADER, TVSeries.(Dir Howard Rubie)

3D Animated Movies

Director/ Head of Studio

Ratbag Games Pty Ltd (2000-2002)

IKON 3D Animated Trailer DVD/ Playstation 2

IKON was a narrative driven and highly cinematic PS2 title for Sony and RockStar Games where game play and cinematic narrative blended seamlessly to create a game "blockbuster". I wrote and directed the 4 minute (narrative) trailer and directed 2 production scenes. I also script edited the entire interactive screenplay, headed up the Sydney Animation studio, created a pipe line for production, cast and directed the motion capture acting, supervised all 3D animation passes (Max/Char Studio) , lighting and Sp Fx and supervised all sound and music post production.

Director / Script Editor

Brilliant Digital Entertainment (1996-2000)

SUPERMAN: THE MENACE OF METALLO,
POPEYE -THE SUNKEN TREASURE, POPEYE- THE RESCUE,
POPEYE- THE QUEST FOR THE WOOLLY MAMMOTH
All Multipath 3D Animated Movies – CD-Rom

Through Brilliant Interactive Ideas, (BDE's Sydney studio), I script edited and directed four one hour multi-path, real-time 3D animated action movies for CD-Rom. I supervised script development, interactive design, directed voice recording (New York and LA), actor's motion capture (Motion Analysis), supervised all camera coverage and animation passes, (Max, Character Studio), facial animation (Max/SCuD), editing, sound and music. Each title was a feature length production and required extensive flow charting.

Writer

Brilliant Digital Entertainment 1996

Multi-narrative computer game- CD-Rom

CYBERSWINE

A multi-path, real time 3D animated sci-fi/action/comedy about a mechanically enhanced, part-human, part-pig police officer who must solve the mystery of a vanishing, virus ridden society. Players control the mood of the main character, which then sends them seamlessly down different story paths.

Researcher/ Writer/ Interactive Designer

Interactive Movie 1995

MEETINGS WITH LUMINOUS DOGS

This writing project was financed with a grant from the AFC to research and write an interactive movie that contained a seamless merging of immersive game play and conventional cinematic narrative. A young man attempts to rescue his friends who have disappeared into another world that exists alongside his own.

Corporate Videos, Interactive Media, Documentaries

Executive Producer

Garner McLennan Films 1995

LANDCARE (Informational video)

AEMS (Corporate Video)

PEN COMPUTER (Interactive corporate presentation)

Freelance Video Writer/ Director 1990-1995

ARNHEM'S GROEN NATUURLIJK, (Nature Documentary, The Netherlands)

THE JOHN TURK STORY (Corporate video, Wildfire)

THE WAY OF THE FUTURE (Corporate video, Wildfire)

ASSET MANAGEMENT (Corporate video, JH Productions)

35mm TV Commercials

Freelance Film Director 1982-1994

MERCEDES BENZ, GAUTIER COGNAC, MATEUS WINES, HENNESSY COGNAC,
7- ELEVEN, J & JOHNSON, SUNSILK, REMY MARTIN, DILMAH, LEND LEASE,
VICTORIAN RAILWAYS, NISSAN, ILLAWARRA COUNTRY, TOURIST AUTHORITY OF
THAILAND, ARTES, ERINDALE SHOPPING CENTRE, COURIER MAIL, SUNCORP BLD
SOCIETY, SINGAPORE GOVERNMENT, NRMA INSURANCE

Historical Overview

My career in the entertainment industry began at Flinders University of South Australia Drama Center where I was originally trained as an actor but finished the BA with a major in film-making.

After graduation I worked as an Assistant Cameraman, then Cameraman for 2 years with ABC TV – shooting documentaries and Special Features. I left the ABC to work as a freelance Assistant Director and/or Production Manager on Features, TV series and TV Commercials.

While freelancing, I established my own production company- sending teams into Singapore to photograph and produce TV commercials for advertising agencies. I then moved to Hong Kong where I began working as a Director on TV commercials. After a year I took a similar one year contract in Bangkok, then another in Singapore.

After more than two years living and working in SE Asia, I returned to Australia and continued directing commercials for about 10 years, working also a writer/ director of short corporate films. At the same time I studied feature film screenplay writing.

I then moved to The Netherlands and wrote and directed a short informational film for local government and worked as a 2nd Director on a Dutch TV series. After a year in Amsterdam I returned to Sydney and developed an interest in interactive multimedia. I was offered a position as Executive Producer of the Film Division of Garner McLennan, one of Australia's foremost post production/ special fx companies. I launched GM into multimedia by producing one of Australia's first interactive show-reels and continued to develop interactive corporate and informational multimedia products for them.

A year later, I was offered a position as Director at Brilliant Interactive Ideas- the Sydney production arm of LA based Brilliant Digital Entertainment. I wrote and designed their first feature length, multi-path, 3D animated movie for CD-Rom. Over the following four years I script edited and directed another four feature length 3D animated movies- for both CD-Rom and internet delivery. During that production I was head of a team of twenty 3D creative artists. I cast and directed all motion capture recording and directed the voice acting and recording in LA.

I was then offered a job as Director with the Adelaide based computer game developer, Ratbag. Ratbag's ambition was the convergence of feature film and computer games on the Playstation 2 platform. As Director and Script Editor I helped design and write an interactive feature film script that was woven around game play. I produced, directed and edited a 3D animated prototype which won critical acclaim from the games industry and launched the company into block buster game production. While in Adelaide I also (guest) lectured in new media (multipath movies and narratives) at Flinders University of SA.

With me as Head of Studio, Ratbag then set up the Ratbag Sydney Studio- attracting a team of the most experienced human character modelers and animators in Australia. I researched motion capture equipment and the company acquired a full motion capture studio. We began to produce world class motion 3D animated action/drama.

I have now a broad knowledge of almost all entertainment industry production - feature films, TV commercials, corporate videos, documentaries, interactive multimedia and computer games. Since completing my MFA, my focus has shifted towards writing and screenwriting.