

Kleiser-Walczak

Construction Company

KLEISER-WALCZAK BIOGRAPHIES

Jeff Kleiser completed a computer graphics major at Colgate University in 1976 and began a career in special effects at Dolphin Productions as an animator on the Scanimate system, a video synthesizer. After a year of studying holography at Laser Light Concepts, Ltd., Kleiser began working at EFX Unlimited, an optical effects studio, as an optical cameraman and optical line-up editor. While at EFX, he was credited for optical work on "Flash Gordon," "Xanadu," "The Blue Lagoon," "Still of the Night," and "Summer Lovers." He was also founder, director and eventually president of Digital Effects, a computer Graphics company in New York. That Firm grew to 26 employees and provided high quality computer generated film to the entertainment industry for seven years, including the features "TRON" and "Bye-Bye Jupiter" as well as a large number of broadcast and commercial projects. In 1986, Kleiser was hired by Omnibus Computer Graphics, Inc. to direct the computer graphics segment of Disney's feature, "Flight of the Navigator." He was then made Director of Motion Picture Special Effects Division and directed animation for Mattel's "Captain Power" pilot. Kleiser then moved to Robert Abel and Associates as Visual Effects Supervisor assigned to the feature project "Millenium" until the Omnibus/Digital Productions/Robert Abel conglomerate closed its doors in April, 1987. Kleiser then teamed up with artist Diana Walczak to form Kleiser-Walczak Construction Company.

Diana Walczak, having studied engineering, computer science and sculpture graduated in 1985 from Boston University. During college, she worked with Ron Resch on the proposed "Design Science Laboratory" doing drawing and three-dimensional conceptual work in fractal geometry for theoretical data structure designs. Also during school, she worked as an assistant to two medical illustrators servicing Harvard Medical School. Since graduation, Diana has worked as a freelance sculptor and designer. In 1986, she began developing a three-dimensional human figure with Omnibus Computer Graphics. In January, 1987 she began developing a system for creating facial expressions and phonemes of speech for computer-generated characters. In April, 1987, she co-founded Kleiser-Walczak Construction Company.

6105 Mulholland Hwy Hollywood, CA 90068 213-467-3563