

Bio | Dieter Klapper

Storyboarding | Overboarders

Dieter was born with a pencil in his hand. Ever since, he has kept on drawing and painting furiously.

While studying at the Wiesbaden Design School of Applied Sciences, he started working professionally as an illustrator.

Besides creating literally millions of illustrations for advertising campaigns, he created cover artwork for the German re-releases of vintage cartoons, featuring Bugs Bunny, Duffy Duck and other Warner characters.



Besides working as a 3D artist, compositor and VFX supervisor for various feature films, he wrote, directed, and animated numerous award winning short films and commercials.

His work was also featured in "Schwermetall", the German version of "Heavy Metal Magazine", "U-Comix", "Menschenblut" and the comic book version of "Siebenstein", a popular TV character.

His strong interest in film and animation led him to a career as storyboarder, concept artist and animator.

Starting in the field of commercials and feature film, the growing games industry gave him the opportunity to expose his skills in character design and pre-production art. Having drawn and painted traditionally for decades, he recently added digital painting to his toolset.

In 2010, Dieter joined forces with long time friend and collaborator Bodo Keller to found "OVERBOARDERS", providing services in storyboarding, concept art and creature / character design

Skills:

- excellent drawing and painting skills
- character and production design
- strong sense of image composition and perspective
- ability to quickly transform a script or story idea into a visual narrative
- ability to combine traditional analog and digital work

Appendix A:

Film

1991	A-B-See	Director, animator
1991	“Wundersam, auch Schwaene kommen” (Marvellous, the swans approaching)	2D cel animation
1996	Deep Ding 3	Storyboard, production design
1999	<i>Das Biest im Bodensee</i> (Specimen 17)	Creature design, Storyboards
2003	Frankenbaby	Co - writer, Storyboards
2003	Tamanana	Concept art
2004	Autobahnraser (German Television)	Storyboards

Game Credits:

2004 - 2008		Ankh 1 -3 Character design. Storyboards
2007	Jack Keane	Storyboard, production design
2008	Haunted	Creature design, Storyboard
2003	Venetica	Creature design, Storyboard