

## **HISTORY**

Raised a few miles from New York, Andrew Clement was working in the effects business before graduating high school. While attending college he contributed to films like **The Princess Bride**, and Ridley Scott's **Black Rain**, and subsequently spent a season on **Saturday Night Live**.

In 1991 after relocating to L.A., while working for **Rick Baker** and **Henson Associates**, **Creative Character Engineering** was formed to fulfill client work that was still coming in from New York, as well as new shows based in Los Angeles, such as the entire 15 season run of **ER**, **House MD**, **Grey's Anatomy**, several of the **Star Trek** franchise and many others.

During the initial 3D animation boom of the mid 90's, **CCE** began contributing 3D models, character animation and digital compositing to shows like **Hercules**, **Xena**, and the feature film **Blade**.

One of the cornerstones of **CCE** is prosthetic character makeup as can be seen in **Nightmare on Elm Street**, projects for **Heidi Klum**, music videos for **Taylor Swift**, the blockbusters **Deadpool 1, 2 and 3** and the **Primetime Emmy** nominated **All the Way**.

Since its inception **CCE** has provided elements to costume departments. In 1997 **CCE** greatly expanded its footprint to fulfill orders coming in for specialty costumes and has provided over 200 suits to shows like **Black Lightning**, **Titans**, **The Boys**, **Doom Patrol**, **Titans** and **Stargirl**, among others.

Experiential projects are one of the cornerstones of **CCE**, from the early, renowned Manhattan theme restaurants, **Jekyll and Hyde**, and **The Slaughtered Lamb** to shows like **Disney on Ice**, **Meatloaf**, **Van Halen** and **Christina Aguilera**, up to the **Las Vegas Sphere Experience** directed by **Darren Aronofsky**.

CCE is always growing, always developing new technology, and new capabilities. It's the essence of how each project is approached.

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