

Paul Berry Animator

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Summary

- Proper understanding and application of timing, weight, and the principles of animation.
- Quick adaptability with new pipelines and tools.
- Proficiency in Maya, Photoshop, Fusion, Flash, and Final Cut Pro. Familiarity with After Effects. Familiarity with Motion Capture tools (Cortex, Motion Builder).
- Traditional skills in cel animation, drawing, printmaking, painting, sculpture, storyboarding, and character design.
- Experience with Stereoscopic Conversion.

Experience

2010-2011 Stereo Conversion Artist, Prime Focus, Hollywood. Responsible for the separation and reassembly of 2D elements for 3D conversion.

2009 Animator, The Famous Group, Culver City. Composed character animations, modeled props, and rigged characters.

2005-2009 Lead Studio Artist (Animation), Full Sail Real World Education, Winter Park. Educated students in traditional and computer animation, as well as traditional art.

Projects

Star Wars: Episode I-The Phantom Menace (3D Conversion), 2012. View-D Markup, Rotoscoping.

Transformers: Dark of the Moon (3D Conversion), 2011. Rotoscope lead.

Sol, (2011) Creature animation for short B film.

Shrek (3D Conversion), 2010. View-D Markup, Rotoscoping, Assembly, and Tech Fixing.

Cats and Dogs (3D Conversion), 2010. View-D Markup, Rotoscoping.

Chiquita (www.eatachiquita.com), 2009. Composed game and cutscene animations.

Safe Driver (Unreleased). Designed, modeled, rigged, and animated character mascot for Florida driving school. Created complex facial setup.

Education

A.S. in Computer Animation, 2004. Full Sail University Winter Park, Florida.

B.A. in Studio Art, 2003. University of Central Florida Orlando, Florida.