

## Scott Holmes - Animator/ Supervisor/ Motorcycle Enthusiast

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### Job Objective

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Work with creative, dedicated people and help in the production of entertaining animation.

### Skills

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- Twenty one years as a professional character and creature animator in Feature films, Commercials and Television
- Strong management and organizational skills.
- Storyboards and storytelling.
- Proven experience as a leader managing staff
- Bidding shows from scripts and previs
- Experience interacting with the surrounding community, government leaders and industry professionals.
- Meeting strict deadlines.
- Interacting with clients.
- Hiring Staff.

### Experience

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#### **Cinesite Visual Effects** -Montreal, QC

*March 2019 – Present*

#### **Head of Animation /Animation Supervisor**

Projects Overseen include:

Lost in Space Season 2: Robot anim for Episode 03-04 | Angel has Fallen: Crowds | Locke & Key Episode 10: 2D and 3D shadow creatures and shadow Dodge( Except the disintegration scene)

#### **Framestore Visual Effects** -Montreal, QC

*July 2018 – March 2019*

#### **Animation Lead**

Detective Pikachu

Responsible for the delivery of all animation on awarded sequences.

#### **Cinesite Visual Effects** -Montreal, QC

*October 2017 – July 2018*

#### **Animation Supervisor**

Ant Man and the Wasp

Responsible for the delivery of all animation on awarded sequences for Ant Man and The Wasp. Oversaw all animation of large ants in the Lab.

#### **Animation Lead**

Avengers: Infinity War

Responsible for the delivery of all animation on awarded sequences for Avengers: INfinity Wars. Oversaw all animation of Dr. Strange cloak.

#### **Double Negative** - London, UK

*March 2017 - October 2017*

**Senior Character Animator** : Pacific Rim Uprising

#### **Daemen College** - Buffalo, NY

*Feb 2012 - 2013/August 2014- 2017*

#### **Academic Director:**

Responsibilities included design and implementation of a four year BFA program in character animation, developing syllabi for course work, drafting yearly budgets. Design and implementation of a two year VFX certificate program. Identified software and hardware needs for construction of a site specific VFX classroom. Managed tenure track professors, adjunct professors, support staff, and recruited new tenure track and adjunct professors. Interfaced with local politicians, members of the film and animation industry, and the art community as the face

of the department. Collaborated with The Albright/Knox Gallery in the development of a series of video game apps aimed at helping children engage with art in the galleries collection. Taught a full course load of four classes per semester including, animation, storyboarding, figure drawing and foundation drawing. Mentored all senior films.

**Nickelodeon Animation** - Los Angeles, CA

*June 2013 - Jan 2016(remote)*

**Assistant Animation Supervisor**

Wallykazam Season One/ Season Two (remotely)

**Assistant Animation Supervisor**

*February 2011 - February 2012*

Robot & Monster-Season One

Responsible for ensuring the quality of animation from overseas vendors. Provided detailed animation notes for 19 hours of programming. In addition to making notes on all stages of production from layout and camera to polished animation, I was also charged with providing video tutorials to illustrate difficult changes, drawing out additional poses to help clarify acting moments and when called upon, finishing the more difficult shots

**Double Negative** - London, UK

*Oct 2007 - November 2010*

**Lead Character Animator** : Paul

Collaborated with the animation supervisor and other lead in defining the character and motion style of Paul. Conveyed notes from the Animation Supervisor to a team of twenty six animators (great crew), oversaw the fulfillment of notes, troubleshot difficult technical and creative issue. Assisted in development of the body and facial rig, tool development, Junior animator Mentorship. In addition to the above duties, I was responsible for the production of key shots.

**Senior Character Animator** : Hellboy 2 The Golden Army

Iron Man 2 Test (awarded) / Paul Test (awarded) / John Carter Of Mars Test (awarded)

**Sony Pictures Imageworks** - Los Angeles, CA

*June 2005 - October 2007*

**Character Animator** : Open Season / Narnia The Lion,Witch And The Wardrobe / Monster House / Beowulf / I am Legend

**Digital Domain** - Los Angeles, CA

*February 2005 - June 2005*

**Senior Character Animator** : Various Disney commercials

**Rhythm & Hues** - Los Angeles, CA

*November 2010 - February 2011 / June 2003 - April 2004*

**Senior Character Animator** : Hop

**Senior Character Animator** : Garfield

**Klasky Csupo**{commercials} - Los Angeles, CA

*April-May 2003 / April 2004 - February 2005 / June 2005 - 2007*

**Lead Character Animator** : Joy Commercial

**Lead Character Animator** : Mucinex, Campbell's Soup spots

Sole animator of the first two Mucinex spots, defined motion style and personality of Mr. Mucus

**Cinesite** - Los Angeles, CA

*January 2003 - April 2003*

**Senior Character Animator** : XMen2 / Freddy Vs. Jason

**Weta Digital** - Wellington, New Zealand

*June 2002 - October 2002*

**Senior Character Animator** : The Lord of the Rings: The Two Towers

Provided animation for Treebeard shots, defined motion style for the Ents, creating numerous walk cycles, behaviors cycles, and rig troubleshooting. Had the opportunity to animate a Cave Troll shot.

**Warner Bros.Feature Animation** - Los Angeles, CA.

*January 2002 - May 2002*

**Character Animator:** Scooby Doo (Live Action with Buffy the vampire slayer)

**Centropolis FX**, Los Angeles, CA

*May 1998 - Dec 2001*

**Character Animator** : Eight Legged Freaks / Stuart Little / The Faculty / Thirteenth Floor

Animated the Tarantula sequence in "Eight Legged Freaks"

## Education

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**B.F.A.** Otis/Parsons School Art and Design. Illustration - 1993

**Associate in Art** - Advanced Traditional Animation

**American Animation Institute** - Assistant Animation / Traditional Animation

**Richard Williams' Animation MasterClass**

**Florence Academy of Art** - Traditional Portrait Painting

## Awards

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Nominated Annie Award for Beowulf.