

# Carl Frytz

Character Animator

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[www.CarlFrytz.com](http://www.CarlFrytz.com)

[My IMDB listing](#)

## WORK EXPERIENCE

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**Animator/Stereoscopic Artist – CafeFX, Santa Maria, CA** 2009

- Animated and matchmoved characters as well as designing layout and setting up Stereoscopic 3D cameras in Maya and Nuke for Tim Burton's: *Alice in Wonderland*

**Character Animator – Hydraulx, Santa Monica, CA** 2009

- Animated characters, creatures, visual effects and cameras in Maya for feature films *Avatar, X-Men Origins: Wolverine, Fast & Furious 4* and *2012*

**Pre-Viz Artist – Halon Entertainment, Hollywood, CA** 2008

- Animated characters, camera moves, designed layout, modeled and textured sets in Maya for *Gulliver's Travels*

**Character Animator- Technicolor, Burbank, CA** 2008

- Created Character, facial and lip-synch animation in Maya, 3D Studio Max and XSI for AAA title video game Cinematics
- Designed layout and edited motion capture data in MotionBuilder
- Trained and supervised other animators

**Character Animator - Midway Games, Moorpark, CA** 2008

- Animated a wide range of character types in MotionBuilder as well as creating facial animation and lip-sync in 3D Studio Max for Cinematics

**Character Animator/Rigger/Matchmover - Tigar Hare Studios, Sherman Oaks, CA** 2007

- Created pre-viz, animated, and rigged a wide range of character types as well as cleaning and implementing motion capture data in 3D Studio Max for *Stargate Worlds* MMORPG
- Created facial animation, lip-sync and lighting in Maya as well as 3D matchmoving in PF tracker and by hand in Maya

**Character Animator/Rigger/3D Artist - Two Headed Monster, Los Angeles, CA** 2007

- Animated, rigged and created cloth simulations for several characters in 3D Studio Max Character Studio for PS3 game *Heavenly Sword* advertisement

**Cinematic Animator - *Factor 5*, San Rafael, CA**

2007

- Animated creatures, characters, cameras, effects and designed layout in Maya for the AAA PS3 title *Lair*

**Animator/3D Artist/Motion Graphics Artist - *Mantra Entertainment*, Santa Monica, CA**

2007

- Animated, composited and matchmoved 3D elements in Maya for national TV commercial ad campaign

**Character Animator/Rigger/Matchmover - *11:11 MediaWorks*, Van Nuys, CA**

2005-2007

- Animated, rigged, matchmoved and composited a wide range of creatures, characters, props, particle effects and cameras for the feature films: *I Know Who Killed Me*, *Van Wilder 2*, *Return to House on Haunted Hill*, *Species: The Awakening*, *Night Skies*, *Stinger*, *Canes* and many more

**SKILLS**

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- Character Animation, Character Rigging, Creature Animation, Facial Animation, Lip-sync, Modeling, Pre-Viz, Layout, Motion Tracking, Photo Real Lighting and Rendering, Particle Simulation, Sculpture, Illustration, Graphic Design, Video Editing, Motion Graphics, Mel Scripting
- **Software:** Maya, MotionBuilder, 3D Studio Max, Character Studio, Nuke, XSI, Vray, Havok, PF Tracker, Boujou Zbrush, Cinema 4D, Sidecar, Perforce, Alien Brain, Final Cut Pro, Adobe Photoshop, Illustrator, Premiere and After-Effects

**EDUCATION**

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- ***Cogswell Polytechnical College, Sunnyvale, CA***  
B.A. in Computer-Video Imaging (Character Animation), 2002 – 2005
- ***Central New Mexico Community College, Albuquerque, NM***  
A.A.S. in Computer Technology (Computer Animation), 1998 – 2001