

Carl Frytz

Character Animator

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WORK EXPERIENCE

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

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

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

- Animated characters, camera moves, designed layout, modeled and textured sets in Maya for over 400 shots in upcoming feature film

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

- 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, XSI, Vray, Havok, PF Tracker, Boujou Zbrush, Cinema 4D, Perforce, Alien Brain, Final Cut Pro, Adobe Photoshop, Illustrator, Premiere and After-Effects

EDUCATION

- ***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