

# Matt Johnson

## Character Animator

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### Introduction

Matt Johnson is a creative and enthusiastic animator, with a strong knowledge and understanding of the various principals of character animation. I am a good problem solver, who is self motivated, responsible and extremely passionate about the work I create. I have good communication skills and am a positive team player.

### Core Skills

XSI	MotionBuilder
Adobe Photoshop	Adobe Premiere Pro
Drawing & Sketching	
Conceptual Abstract Painting	Proficient in Colour & B/W Photography

### Education & Qualifications

Bournemouth University Bournemouth, UK MA 3D Computer Animation Sept 2005 – Sept 2006	Awarded Merit
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Oxford Brookes University Oxford, UK BA (Hons) Fine Art Sept 2001 – Sept 2004	Awarded 2:1
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### Employment History

<b>September 2010 - Present</b>	<b>Character Animator</b>	<b>Blink Animation</b>
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'Olly the little white van'

My main duties at Blink Animation are the hand key framing of all characters within the kids tv series 'Olly the little white van'

The style of animation could vary for each shot from snappy cartoony animation to more fluid realistic acting animation aswell as energetic singing and dancing.

The characters in each episode have strong personalities and traits and vary from the stylised human characters to a host of different talking vehicles.

I am responsible for taking each shot from layout throught to final animation.

<b>July 2009 – August 2010</b>	<b>Character Animator</b>	<b>Inspire GLG</b>
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'Boblins' - Series 2  
'Ambers Animals'  
'Nikki Of The North'

My main role as animator at Inspire GLG, was the key framing of all the characters on each of the shows in production at the time.

The characters were varied in all types of size and shape, but with each one having its own unique personality and traits.

These included a variety of male and female humans, talking birds, bears and even a walrus.

I would also keyframe all animatable objects and vehicles.

I was responsible for setting up each individual scene, including the sets and cameras and any camera animation

At Inspire GLG I would be given a sequence of shots, which I was then responsible for all the animation in them.

Looking at the 2D animatic for ideas and reference I would thumbnail out the shots to show to the director, before proceeding to blocking and then continuing to several finish passes.

We would have several dailies a week, where we would watch our sequence of shots and receive and give feedback on them.

**August 2008 – June 2009**

**Animator**

**Digi-Guys Ltd**

My main responsibilities while working at Digi-Guys on there next gen game was the hand key framing of all characters. This ranged from realistic human motion, fluid dynamic combat animation to portraying weight and energy in mechanical creatures.

I would also block out concept animations for various characters to be approved by the director.

The creating of strong dynamic poses to be used throughout the game.

My other responsibilities while working at Digi-Guys was working with motion capture data.

These tasks would include the overall cleaning of the motion capture data.

Full facial animation and lip synching as well as hand poses for all characters.

The stitching together of various motion capture clips, with hand key framing to create one fluid animation.

With the use of layers enhancing the motion data to create more dynamic or extreme animation.

Through working at Digi-Guys I have gained valuable knowledge of Motion Builder and of the cinematic and games pipeline.

**August 2007 - February 2008**

**Character Animator**

**Pineapple2 Ent.**

**February 2008 – June 2008**

**Senior Character Animator**

**Pineapple2 Ent.**

'Adventures Of Orsum Island' TV

My key roles while working at Pineapple2 on the children's tv series are applying of the motion capture data to the character rigs. Then through the use of animation layers, key framing the characters both human and non-human, to help exaggerate posses and

gestures also to clean any glitches in the mocap data.

Key framing of all hand and finger poses.

Full facial animation and lip-synching of all characters.

When promoted to a Senior Character Animator, I took on additional roles which included the teaching and demonstrating of the full animation process at Pineapple2 to all new animators.

Giving the responsibility of lead animator on several characters both human and non-human.

Critiquing and giving feedback to several junior animators on their shots before they submitted to the head of animation.

**March 2007 – May 2007**

**Animator**

**Jellyfish Pictures**

'Fight For Life' BBC TV

Animating realistic moving body parts

Producing animatics of shots for clients

Animating syflex cloth simulation

### **Interests**

I have always been passionate about breathing life into characters. I have a keen interest in creating gestures in character animation, including the detail for facial animation and production of good lip synching.

I have a strong interest in the fast moving industry of computer games. I am fascinated by the wide variety of visuals being produced in the latest games; from the gritty, realism to the cartoony. I want to be at the forefront of this ever evolving industry, where the level of animation throughout the game from facial and lip synching to the gestures and movement of characters is constantly increasing.

I also have a keen interest in the fine art world; I have been commissioned to do several large scale abstract paintings. I frequently attend life drawing classes where I have learnt about the form, structure and movement of the human body. I am also keen to capture through quick sketches the variety of movement of people as they go about every day life.

I am a keen cinema goer where I am always interested in the cinematography of the film especially the composition and colour palette used.