

Erik Van Horn

Animator

818.468.4471

erik@erikvanhorn.com

www.erikvanhorn.com

linkedin.com/in/erikvanhorn

Skills

- CG Character Animation
- 3D Modeling (Hi & Lo Poly) & Digital Sculpting
- Rigging, Character Setup & Technical Animation
- Advanced Lighting & Rendering
- Shading Networks & Texture Painting
- Fluids/Particles, Hair/Cloth Sim & Dynamics
- Cinematography & CG Layout
- Traditional 2D Animation
- Clay & Stop-Motion Animation
- Flash / After Effects Cut-out style Animation
- Graphic Design & Web Design
- Storyboarding, Visual Development & Illustration
- Character Design
- Motion Graphics
- Compositing & Matchmoving
- Editing Film/Video
- Sound Design
- MoCap & Performance Capture
- Shell, MEL & Python Scripting
- Story, Screenwriting & Game Design
- Acting, Voice & Performance
- Animation Production Management
- Producing & Directing Independent Animation

Education

- **MFA - Computer Art (Animation/VFX)**
Savannah College of Art and Design, Savannah, GA 1998 - 2000
Graduated with honors. 3.8 overall GPA. Several juried awards and scholarships.
Emphasis in 3D Character Animation, with studies in Motion Graphics, VFX, and 2D Animation.
- **BFA - Fine Arts**
Shepherd University, Shepherdstown, WV 1989 - 1993
Areas of study included Painting, Sculpture, Photography, Printmaking, & Graphic Design.
- **Acting, Screenwriting, Storyboarding, Improv, Drawing, Animation & Film Workshops with the finest instructors in the world while running the animation training program at Disney Feature Animation**

Experience

- **Game Production Chair**
International Academy of Design & Technology, Seattle, WA 2010
Program Chair of Game Production. Instruction, management & administrative duties.
- **Character & Lighting Technical Director**
yU+Co, Hollywood, CA 2010
Lighting & Compositing, Rigging, Animation, Shading, Layout & Effects for high-profile projects featuring Marvel Superheroes.
- **Lead Animator**
Pitch Black Games, Chandler, AZ 2010
Character Lead, Rigging & Animation for an undisclosed next-gen MMO.
- **Animator**
Total Immersion, Los Angeles, CA 2009-2010
Character Animation & Rigging for high-profile augmented reality projects for such clients as Ubisoft, Mattel, McDonalds.
- **Animator**
Super 78, Hollywood, CA 2009
Character Animation, Layout & Modeling for Cartoon Network's Ben 10: Alien Swarm.
- **Senior Animation Training Specialist & 3D Artist**
Walt Disney Animation Studios, Burbank, CA 2004-2009
Pipeline, art and software training across all disciplines for feature film productions; organized and taught enrichment classes in traditional media; anticipated and prepared for production needs. Worked with studio leadership to create the Artist Development program at DC7 Studios. Contributed models, textures, story ideas and animation toward productions. Led many studio initiatives in animation toolsets, character rig development and experimental production pipelines. Wrote and Directed CG shorts in the Disney Shorts Club program.
Feature Credits: *Chicken Little*, *Meet the Robinsons*, *BOLT*, *Princess and the Frog*
Shorts: *Glago's Guest*, *Prep and Landing*, *How to Hook Up Your Home Theater*, *Shorts Club projects*, etc.

- Lead Artist & Animator**
Emergent Game Technologies, Calabasas, CA 2000-2004
 MMO title and several demos for PC, Xbox and PS3; developed design document; designed, modeled, textured, rigged and animated characters and environment; produced cinematics; tracked and managed projects and developed production pipeline.
- Independent Animator & Designer** 2004-present
 Contract artist for various entertainment media companies, including **THQ, Sojourn Ent., Total Media Source, Heavy Hammer, Online Alchemy, Blue Omega, Valhalla Games, Fusion Creative**. Character and environmental design, modeling, rigging, animation, fx, graphics, storyboards, motion graphics, illustration. Freelance work for independent films. Direction and production of music videos and short films.
 Shipped titles: *Burners, Cryptids, Damnation, Glympse*. Film Credits: *7 Days in Slow Motion, Tiki Time, etc.*
- VFX Training Instructor**
Studio Arts (Hollywood), DisneyToon Studios, Disney Feature Animation, Disney Television Animation, Disney Circle 7 Animation, Savannah College of Art and Design, CalState LA 1999-present
 Maya, Photoshop, After Effects, etc. All disciplines of visual effects and animation. I have well-developed courses for CG Lighting, Layout, Modeling, Character Rigging & Animation, Dynamics, Motion Design.
- President & Cofounder**
Epicenter, Inc. (Nonprofit community art center) 1994-1998
 Organized art exhibitions & events, managed funds, oversaw site development, main media contact/promoter.
- Past Experience**
 I have worked professionally as a graphic artist & web designer, Photography Instructor and Department Chair at Jefferson High School, metal smith, museum services technician, theater set designer, journalist, cartoonist, musician, and white water raft guide.

Computer Applications

- 3D:** Maya, 3ds Max, SoftImage, Houdini, ZBrush, Mudbox, Modo, Vue, Motionbuilder, SketchUp
- 2D:** Toon Boom Harmony/Animate, Flash, Moho, Pencil, Digicel Flipbook, PAP, storyboarding apps
- Surfacing & Rendering:** Renderman, Mental Ray, procedural shaders, Deep Paint/Deep UV, Photoshop, Painter, StudioPaint, BodyPaint, ZBrush, Headus UV Layout, other UV and painting apps
- Compositing & Post:** Flint, Flame and Inferno, Avid SoftImage DS, Shake, After Effects, Premiere, Combustion, Fusion, Sony Vegas, Final Cut Pro, Toxic
- Web Design & Multimedia:** Dreamweaver, Fireworks, Flash, Director, Illustrator, InDesign, TWiki, WordPress
- Game Engines:** Unreal, Quake, Hero, Gamebryo, Torque
- Sound Design:** Vegas, SoundForge, Acid Pro, ProTools, Cubase, WaveLab, Adobe Audition/Soundbooth
- Office Tools, Misc:** MS Office Pro, Project, Visio, Final Draft, CVS & source control, CD/DVD authoring, DeBabelizer Pro, iView, Bridge, Camtasia and Captivate
- Computer Languages:** HTML, Javascript, CSS, C++, Open Inventor, Python, Renderman RIB & Shading Languages, Maya MELscript, Flash Actionsript
- Operating Systems:** Windows, Unix/Linux, Mac OS

Honors and Awards

- 1991 - 2007: A Variety of Awards and Placements in Juried Art Exhibitions
- 2004 - second place Nvidia Make Something Unreal contest (Damnation)
- 1998 - 2000: Morris Scheer Fellowship, International Competition for Student Artists
- 1989 - 2002: Published fiction and non-fiction in various newspapers, magazines, and juried writing competitions
- 1998 - 2000: Dean's List @ SCAD
- Nov. 8, 1999: Live Performance of real time animation at the International Delphi Conference, Trustees Theater, Savannah, GA
- 1999: Alias Certified Training in Character Animation (1999) and MEL scripting (2000)
- 1997: Artist-in-Residence, Boarman Arts Center, Martinsburg, WV
- Prolific Fine Arts Career, with over twenty solo shows from 1991 to the present, and paintings & drawings in over one hundred private collections
- Logos and designs used for film, stage, advertisements, posters, corporate identities and album covers

Professional Organizations

International Game Developers Association (IGDA)
 LA-SIGGRAPH
 ASIFA-Hollywood
 ACM SIGGRAPH

References, Portfolio and Demo Reel are available upon request