

# Erik Van Horn

Animator

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## 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  
With honors. 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  
With honors. 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.**  
Some highlights:  
Richard Williams Animation Masterclass  
Ed Hooks Acting for Animators Workshop  
Bruce Block's Visual Story Seminar  
Eric Goldberg's Animation Workshop  
John Musker's Caricature Workshop  
Andreas Deja's Drawing for Animation Workshop  
Syd Field's Screenwriting Workshop  
Blake Snyder Screenwriting Workshop  
Robert McKee Story Seminar

## Experience

- **Game Production Program Chair**  
**International Academy of Design & Technology**, Seattle, WA -- 2010-present  
Classroom instruction. Game Program administration. Curriculum development in the game, animation & VFX field. Hiring and retaining a staff of qualified industry professionals. Organizing advisory panels. Authoring/publishing instructional material.
- **Character & Lighting Technical Director**  
**yU+Co**, Hollywood, CA -- 2010  
Lighting & Compositing, Rigging, Animation, Shading, Layout & Effects for international projects featuring Marvel Superheroes.
- **Lead Animator**  
**Pitch Black Games**, Chandler, AZ -- 2010  
Character Lead, Rigging & Animation for Dominus (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.
- **Lead Animator**  
**Super 78**, Hollywood, CA -- 2009  
Character Animation, Layout & Modeling for Cartoon Network's Ben 10: Alien Swarm.
- **Senior Animation Training Specialist**  
**Walt Disney Animation Studios**, Burbank, CA -- 2004-2009  
Pipeline/art/software training across all disciplines for feature film productions; developed enrichment programs in foundational skills; anticipated and met production training 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.
- **Other Experience**  
Graphic artist & web designer, High School Photography Instructor and Department Chair (Jefferson County, WV), custom museum mounts artisan, theater set designer, journalist, cartoonist, musician/songwriter, 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, 3d-Coat, other UV and painting/sculpting apps
- **Compositing & Post:** Nuke, Flint/Flame/Inferno, Avid SoftImage DS, Shake, After Effects, Premiere, Combustion, Fusion, Sony Vegas, Final Cut Pro, Toxic, Mocha
- **Web Design & Multimedia:** Dreamweaver, Fireworks, Flash, Director, Illustrator, InDesign, TWiki, WordPress
- **Game Engines:** Unreal, Quake, Hero, Gamebryo, Torque, Unity
- **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 Actionscript
- **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 international Nvidia Make Something Unreal contest (*Damnation*, with Heavy Hammer)
- 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 Int'l 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

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

**References, Portfolio and Demo Reel are available upon request: [erik@erikvanhorn.com](mailto:erik@erikvanhorn.com)**