

Eric Oliver

Animator

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Game Production

- 2020 - 26 **Senior Mocap Animator** Elder Scrolls Online Zenimax Online Studios
- Motion capture operator on motion capture shoots for content animation quest chapters
 - Preparation of motion capture sessions for content animation shoots
 - Motion-edit captured data and revisions to fit the scope of quest designs
 - 1st-person animations to pair with 3rd person interact animations in game engine for quest chapters
 - Scripting in Python Motion Builder to automate some redundant tasks for animators
 - Collaborated with the Tech Art department creating more robust scripting tools resulting in 60 percent faster set- up time for motion capture files.
 - Coordinate with Game Engineers to explore and automate better work processes for motionbuilder to engine.
 - Point of contact for communication between Content Quest Animation and Outsource Animation for animations handled outside ZOS internal team.
 - Reviewed animations for outsource vendors for content animation quests chapters
 - Trained and assisted animators with motion capture within Motion Builder.
 - Documentation of motion capture workflows and tips to guide animators to problem -solving motion files in motion builder.
 - Composed theater choreography for game sequences assigned for quests in the game engine.
- 2019 - 20 **Mocap Animator** Undisclosed project Rouge Mocap
- 2019 **Cinematic Animator** Borderlands 3 Cinematic Launch Trailer Halon Entertainment
- Key frame and motion edit characters within sequenced shots
- 2018 **Cinematic Animator** Just Cause 4 Halon Entertainment
- Scene Assembly
 - Create/Reframe camera and character blocking and animation
 - Motion edit motion capture data and key frame to strengthen body and facial performance, hand and finger animation
- 2017 **Facial Animator** Injustice 2 Bizarro, Evil Within 2 Counter Punch Studios

- 2017 **Motionbuilder Animator** Invisible Hours Solid Anim
- Motion edit multiple characters within assigned sequences, key frame hands and fingers
- 2016 **Cinematic Artist** WWE 2k17 Yukes LA
- Motion edit for single to multiple characters, prop implementation
 - Camera Blocking and animation
- 2016 **Animator** Dragon Front Hydrogen Whiskey
- Key frame animations for gameplay
- 2015 **Animator** Descendants , Goosebumps, AdventureTime – PuzzleQuest Shante Half Genie Hero WayForward Technologies
- Key frame animation, motion capture edit and assembly
- 2015 **Facial Animator** NBA2k16 Giant Propeller
- 2013 -14 **Lead Animator/Animator** Wayforward Technologies
- Transformers Rise of the Dark Spark, Til Mornings Light
 - Create Cinematic intros for player character intros
 - Problem solve rig issues
- 2013 **3D artist/Animator** Assassins Creed Book of Memories Aeria Games
- Modeling, Animation, Rigging, texturing
 - Composite and EFX in After Effects and Flash
- 2013 **Motion editor** Sony Computer Entertainment America
- The Order 1886 E3 Cinematic Trailer, Killzone ShadowFall
- Motion edit in game assets and game cinematics
- Problem solved Camera Lay-out scenes for implementation into the animation pipeline
- 2010 - 13 **Lead Animator/Animator/Motion-edit/Cinematics** WayForward Technologies
- Silent Hill: Book of Memories, Double Dragon Neon, Happy Feet 2, Bat man The Brave and the Bold, Blood Rayne
- Problem solved/reimagined cinematic footage for director
 - Problem solved motion capture data for implementation into game engine
 - Created animation utilizing limited asset info for implementation into game engine
 - Managed and implemented animation assets of team off site for implementation into game engine
- 2000 - 01 **Animator/Production Art/Art Director** Various Clients Zeek Interactive

VFX Production

- 2019 **Pre-vis Artist** The Bat-man Halon Entertainment
- 2019 **Lab Digital Artist** ~ halted project ~ Fox vfx lab
- 2018 **Post – vis Artist** Ad Astra Halon Entertainment
- 2017 **Pre- vis/Post -vis Animator** Rampage, Predator Proof Inc
- Terminator: Dark Fate, Noell
- Key frame animation, motion capture edit and assembly

- Camera animation blocking
- Tech vis

2017 **Post - vis Animator** Lost in Space Dopamine Studios

- Key frame animation, motion capture edit and assembly
- Transmission, Danger Will Robinson – creature animation

2015 -16 **Pre-vis Artist** King Arthur Legend of the Sword Method Studios

- Key frame animation, motion capture edit and assembly
- Scene assembly, Camera and Character Blocking and animations for select sequence

2014 – 15 **Pre-vis Artist** Descendents The Third Floor

- Key frame animation, motion capture edit and assembly
- Model, Texture, and animation to explore ideas based on storyboards and director's input
- Prepped scenes for Virtual Production exploration

2007 - 09 **Virtual Production Artist** Avatar LightStorm Productions

- Keyframe animation, motion capture edit and assembly
- Assisted in exploring new production techniques to accommodate new workflows for visual effects
- Managed virtual production artist for sequence exploring scene comp, and utilizing limited motion assets to populate entire sequence

2007 **Motion Edit/CG-Cleanup Animator** Food Fight Threshold Entertainment

- Key frame animation, motion capture edit and assembly
- Assisted in implementing motion capture into established pipe-line.
- Layout for one sequence within the film
- Assisted Lighting department establishing look for a key sequence in the film.

2005 **Background Clean up Animator** Barnyard Omaton Entertainment

- Cleaned up deformation on assigned animated scenes
- Animated background characters on assigned scene

Skills:

Adobe Photoshop Illustrator Flash AfterEfx Premiere Dreamweaver

AutoDesk Maya 3D Studio Max MotionBuilder XSI

Toon Boom Animate Pro

Game Engine Unity 3d, Infernal Havoc

Xsens Animate Pro

Faceware Analyser Retargeter

Esoteric Spine

Traditional Art Character Animation Storyboards Character Design Character Lay-out
Visual Development Figure Painting Figure Drawing Illustration