

Eric Oliver

Motion Capture Technician/ Animator

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Game Production/Animation

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-edited 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 in Motion Builder to automate redundant tasks for animators, speeding up workflow
- Collaborated with the Tech Art department, creating more robust scripting tools resulting in 60 percent faster setup time for motion capture files.
- Coordinated with Game Engineers to explore and automate better work processes for Motion Builder to engine.
- Point of contact for communication between Content Quest Animation department and Outsource Animation department for animations handled outside the ZOS internal team.
- Reviewed animations for outsourced vendors for Content Quest Animation chapters
- Trained and assisted animators with motion capture within Motion Builder.
- Documented motion capture workflows and tips to guide animators in problem-solving motion data 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**

- Retarget Facial animations; motion-edit performance stage capture

2019 **Cinematic Animator** Borderlands 3 Cinematic Launch Trailer **Halon Entertainment**

- Keyframe 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 keyframe to strengthen body and facial performance, hand and finger animation.

2017 **Facial Animator** Injustice 2 Bizarro, Evil Within 2 **Counter Punch Studios**

2017 **Motion Capture Animator** Invisible Hours **Solid Anim**

- Motion-edit multiple characters within assigned sequences; keyframe hands and fingers.

2016 **Cinematic Artist** WWE 2k17 **Yukes LA**

- Motion-edit multiple characters, props, Camera Blocking, and animation

2016 **Animator** Dragon Front **Hydrogen Whiskey**

- Keyframe animations for gameplay

2015 **Animator** Descendants, Goosebumps **WayForward Technologies**

AdventureTime – PuzzleQuest Shante Half Genie Hero

- Keyframe animation, motion capture edit and assembly

2013 **Facial Animator** NBA 2K16 **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
- Compositing 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 cinematic
- Problem solved: camera layout 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, Batman: 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.

2004 - 2006 **Character Layout Artist** Simpsons **Film Roman**

- Problem-solved storyboards, comps, and keyframes for television show

2000 - 01 **Animator/Production Art/Art Director** Various Clients **Zeek Interactive**

- Design, character design, and layout comps, animation, storyboards for websites and games

1998 - 99 **Animator** Bigger, Longer and Uncut **Paramount Studios**

VFX Production

2019 **Pre-vis Artist** The Batman **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/Tech-vis** **Proof Inc**

Rampage, Predator, Terminator: Dark Fate, Noell

- Keyframe animation, motion capture edit and assembly
- Camera animation blocking

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

- Keyframe 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**

- Keyframe animation, motion capture edit and assembly
- Scene assembly, Camera and Character Blocking, and animation for select sequences.

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

- Keyframe 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**

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

2005 **Background Clean-up Animator** Barnyard

Ovation Entertainment

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

2001 **Facial Animator**

Cats and Dogs

Rhythm and Hues

Skills:

Photoshop, Illustrator, Flash, After Effects, Premiere, Dreamweaver

Maya 3D Studio Max MotionBuilder XSI

Toon Boom Animate Pro

Unity 3d, Infernal Havoc

Xsens Animate Pro

Faceware Analyser / Retargeter

Esoteric Spine

Python Scripting

Character Animation, Storyboards, Character Design, Visual Development, Illustration