

Eric Scheur, character animator

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objective

To work in a collaborative environment with awesome people, creating compelling and memorable character performances. And to have fun!

experience

Animation

- Supervising a team of animators to ensure quality performances and polish
- Leading an animation team to help communicate director's vision
- Coordinating between producer, director, editor, and technical director to ensure all necessary assets are available and in place for animation team
- Creating animated character performances for nation and international campaigns in a variety of styles
- Working with riggers and TD to develop animation controls unique to specific characters

Additional Work Experience

- Writing online animation column and animator interviews for 11SecondClub.com
- Editing and Assistant Editing on national commercials
- Editing animatics for director and client approval
- Assisting in archival process and archive process development for studio's digital media

Software

- Animation: Maya / 3D Studio Max
- Graphics: Photoshop / InDesign / Illustrator
- Video: Final Cut Pro / Adobe After Effects / Quicktime Pro

work

Lead Animator / Animation Supervisor • Bent Image Lab - Portland, OR

Animator • Fashionbuddha Studios - Portland, OR

Animator • LAIKA/House - Portland, OR

Contributing Editor • 11SecondClub.com

education

2006 **AnimationMentor.com**
Diploma in Advanced Character Animation Studies

2003 **NW Documentary - Portland, OR**
12-week Documentary Filmmaking Workshop

1999 **State University of New York at Buffalo**
Bachelor of Arts in English