

Animator - Eric Bates - CV

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Summary

I am currently looking for new opportunities in Feature Film VFX and Animation. Enthusiastic to work with other talented professionals who are passionate about their craft. Previously, I've worked at studios in Canada, UK, Australia, and Japan.

EDUCATION

2011, Kyoto University of Art and Design, Japan: MFA Animation

2003, Emily Carr University of Art, Vancouver, CA: BFA Animation

KEY SKILLS

- character and creature animation using: Maya, XSI, 3DS Max, Motion Builder
- rigging, scripting, animation work flow tools, python, mel
- generalist and technical background
- clear communication, excel in coordinating technical and creative issues between departments/artists

FEATURES AND TV

Senior Creature Animator

Newbreed VFX, Montreal, CA

(January 2013 to Present)

- *Horns*: creature animation, animation TD

Animator

Image Engine, Vancouver, CA

(January 2012 to December 2012)

- *Elysium*: keyframe animation
- *RIPD*: keyframe animation and development of animation workflow tools

Animator

Rising Sun Pictures, Adelaide, AU

(March 2011 to January 2012)

- *Hunger Games*: quadruped (mutant dogs running, jumping and fighting), insect animation
- *Gravity*: previz animation
- *Journey 2*: bird, insect and digi-double animation. developed animation tools for Maya, are used company-wide

Senior Animator

Rising Sun Pictures, Adelaide, AU
(2008)

- *Where the Wild Things Are*: facial and lip-sync animation
- *Speed Racer*: creature animation on the piranha sequence. supervised junior animators

Senior Animator

Cinesite, London, UK
(2007)

- *Golden Compass*: creature animation of realistic animals. developed animation and workflow tools that are used company-wide

VFX Artist

Atmosphere VFX, Vancouver, CA
(2005-2006)

- *Battlestar Galactica*: generalist TD, animator
- *Disney's Air Buddies*: animator, matchmoveTD/supervisor

GAMING AND COMMERCIAL

Animator

Shirogumi VFX, Tokyo, JP
(2010)

- cartoon animation for a Panasonic-Japan commercial

Animator

Electronic Arts, Burnaby, CA
(2001-2004)

- *FIFA 2003, 2004, UEFA 2004, 2005*
- cinematic sequences, choreographed players and cameras. used a mix of mocap and keyframe animation
- *FIFA 2002*: texture artist

SHORT FILM

"*Sayonara*", (2011) director, mixed medium animation.

- featured in 3DWorld Magazine, and on cartoonbrew.com and vimeo.com
- currently in festivals worldwide

PERSONAL INTERESTS, ETC

- photography and video
- mountain biking/trials, hiking, and generally being outdoors
- speaks Japanese

Recommendations

Andrew Chapman, Associate Visual Effects Supervisor, Image Engine

"Eric did an awesome job on Elysium, it was a pleasure to work with him. He has a great attitude, and was always enthusiastic and open to suggestions.

Along with the rest of the animation team, he did a superb job of nailing the performances and reliably hitting deadlines. But what specifically impressed me about Eric was his ability to handle problems somewhat outside of his domain as an animator. I was pleasantly surprised on a few occasions when he would stabilize footage in Nuke or handle reprojecting a camera to work around a couple of gnarly issues. This is in marked contrast to the "I'm a Digital Actor, I just set keyframes!" mentality that some animators can fall into. His technical abilities are a real asset to himself and the entire team.

Keep it up Eric, I look forward to us working together again in the future."

Scott Kravitz, Animation Lead, Image Engine

"Eric is a pleasure to work with. He's smart, capable, and diligent about getting the job done right. He takes notes well and manages to stay positive when things get tough. He's also adept at the technical side of things, and we all benefited from his tools while working on Elysium.

I would be very happy to get him on my team again."

Guido Muzzarelli, Senior Animator, ILM

"Eric is an exceptional animator with a sharp eye for capturing animal behavior in his animation. Prior to my arrival at Rising Sun, Eric had established the nature of the creature's flight animation that the director had signed off on. He is also extremely adept at creating scripts that directly benefit the animation workflow. His amazing animated short film, Sayonara, also demonstrates a keen eye for creative animation and storytelling. And to top it all off, he is an extremely fun, engaging good person, definitely a plus to have him on your team."

Steve Cady, Senior Animator, Sony Pictures

"Eric Bates is a great guy! He's friendly, approachable and very talented. I considered myself a lucky man to have had Eric on my team back at RSP. He's positive, easy to work with and took direction well. I also found him patient and knowledgeable on the technical side of things. A great team player whom I highly recommend. I hope to work with him again in the near future."

Animator - Eric Bates - Data Sheet

<https://vimeo.com/45495185>

*birds and bees

- "Journey 2" New Line Cinema 2012
- Rising Sun Pictures, Adelaide, AU
- bird, bee, some camera animation, maya animation tool development
- maya

*angry dog

- "Hunger Games" Lionsgate 2012
- Rising Sun Pictures, Adelaide, AU
- creature animation on mutt sequence, maya animation tool development
- maya

*praying mantis + beetle

- "Golden Compass" New Line Cinema 2007
- Cinesite, London, UK
- keyframe animation
- maya

*piranhas

- "Speed Racer" Warner Bros. 2008
- Rising Sun Pictures, Adelaide, AU
- piranha animation, also helped out with lighting/shading
- xsi, shake

*huskies

- "Golden Compass" New Line Cinema 2007
- Cinesite, London, UK
- realistic animation of huskies pulling a sled
- maya

*talking puppy

- "Air Buddies" Disney/Keystone 2005/06
- Atmosphere VFX, Vancouver, CA
- lip sync animation, matchmove supervisor, td
- maya, boujou, mel script

*space battle

- "Battlestar Galactica" NBC Universal 2005/06
- Atmosphere VFX, Vancouver, CA
- particle animation, explosions, smoke/missile trails
- animated interactive lighting, render pass breakdowns
- lightwave

*giant crab, young man, and turtle

- "Sayonara" short film, director, 2011
- Kyoto University of Art and Design, JP
- models, rigs, animation, comp, mixed media
- maya, after effects, toonboom, photoshop, pftack

*bike rider and cow

- experimental project 2006, director
- models, rigs, animation, comp, mixed media, all aspects
- maya, boujou, after effects, photoshop