

Eric Bates - Visual Effects/Animation Artist

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Education

2009-present, Kyoto University of Art and Design - Masters in Animation

2003, Emily Carr University of Art, Vancouver, Canada - BFA in Animation

1999, University of Calgary, Canada - Fine Arts Courses

1998, Medicine Hat College, Canada - Fine Arts, CAD, CAM

Features and Television

Where The Wild Things Are (2008) Warner Bros. Pictures, Rising Sun Pictures

Character Animator - created subtle facial animation that was integrated into live action puppets.

Speed Racer (2008) Warner Bros. Pictures, Rising Sun Pictures (AUS)

Character Animator, Generalist TD - created stylized piranha animation, as well as assisted in various ways as a TD (lighting, rendering, shading, compositing).

Golden Compass (2007) New Line Cinema, Cinesite (UK)

Character Animator, Animation TD - Created realistic character animation of animals, and insects. Developed animation and work flow tools, as well as worked closely with other departments and artists.

Air Buddies (2005-06) Disney/Keystone Family Pictures, Atmosphere VFX (CAN)

Character Animator, Matchmove TD/Lead - Developed and lead the match-moving department for over 200 talking animal shots, created lip-sync animation.

Battlestar Galactica (2005-06) NBC Universal, Atmosphere VFX (CAN)

Generalist TD/VFX Artist - Was involved in a variety of areas of production including animation, particle effects, lighting, matchmoving, modeling and texturing. Worked in a team environment to meet tight deadlines, worked closely other artists, vfx supervisors and directors.

Gaming

EUFA Cup Football 2004, FIFA 2004 and FIFA 2005 (2003-04) Electronic Arts (CAN)

Character Animator - Was involved in developing the artistic direction for the cut-scenes. Used a mix of motion-capture and keyframe animation to choreograph scenes.

FIFA 2002 and 2003 (2001-03) Electronic Arts (CAN)

Texture Artist, Character Animation Intern - Created textures for over 500 club kit designs and was involved in creating cut-scenes.

Freelance and Independent Projects

2010 Director, *Sparks*, Short Animation

2006 CG Artist, *Katia*, Dir. Gavin Coulson, Short Film

2006 Director, *Super Burger*, 2min Short Video/CG Animation

2005 CG Artist, *Troy Nixey's Latchkey's Lament*, Short Film

2004 CG Artist, *Of Burning Hills*, Short Animation

2003 Director, *Have You Seen Mr. P*, Short Animation

2002 Director, *Dinosaur Trackways*, Educational Short Animation

Technical Experience

-Maya, Mel-script, Lightwave, 3DS Max, Motion Builder, Boujou, Photoshop, After Effects, and HDR Shop.

- Experience with a wide variety of animation techniques, including drawn, stop motion, cutout, and timelapse.

Hobbies

-Bike trials riding, hiking, outdoors.

-Photography, DIY, sketching, watching films.

-Traveling, learning Japanese.