

Erik Van Horn

CG Animator

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Skills

- CG Character Animation
- Character Technical Animation & Rigging
- Traditional 2D Animation
- Clay & Stop-Motion Animation
- Flash / After Effects Limited Animation Styles
- 3D Modeling (Hi & Lo Poly) & Digital Sculpting
- Shading Networks & Texture Painting
- Storyboarding, Visual Development & Illustration
- Advanced Lighting & Rendering
- Fluids/Particles, Hair/Cloth Sim & Dynamics
- Motion Graphics
- Graphic Design & Web Design
- Character Design
- Compositing & Matchmoving
- Cinematography & CG Layout
- Editing Film/Video
- Sound Design & Foley
- MoCap & MIDI-Driven Animation
- Scripting & Programming
- High-End Imaging
- Screenwriting & Game Design
- Acting & Performance
- Animation Production Management
- Producing & Directing Independent Animation

Education

- **MFA - Computer Art (Animation/VFX)**
Savannah College of Art and Design, Savannah, GA 1998 - 2000
Graduated with honors
Emphasis in 3D Character Animation, with studies in Motion Graphics, VFX, and 2D Animation
- **BFA - Fine Arts**
Shepherd University, Shepherdstown, WV 1989 - 1993
Areas of study included Painting, Sculpture, Photography, Printmaking, & Graphic Design
- **Acting, Screenwriting, Storyboarding, Improv, Drawing, Animation & Film Workshops with the finest instructors in the world while running the animation training program at Disney Feature Animation**

Experience

- **Animator**
Super 78, Hollywood, CA 2009
Character and FX Animation, Layout and Modeling for Cartoon Network's Ben 10: Alien Swarm
- **Senior Training Specialist / Production Artist**
Walt Disney Animation Studios, Burbank, CA 2004-2009
Pipeline, art and software training across all disciplines for feature film productions; organized and taught enrichment classes in traditional media; anticipated and prepared for production needs. Worked with studio leadership to create the Artist Development program at DC7 Studios. Contributed models, textures, story ideas and animation toward productions. Led many studio initiatives in animation toolsets, character rig development and experimental production pipelines. Besides training at Disney Feature Animation, instructed vfx professionals at Studio Arts, DisneyToon Studios, Disney Television Animation, as well as animation students at CalState LA. Wrote and Directed CG shorts in the Disney Shorts Club program.
Feature Credits: *Chicken Little*, *Meet the Robinsons*, *BOLT*, *Princess and the Frog*
Shorts: *Glago's Guest*, *Prep and Landing*, *How to Hook Up Your Home Theater*, *Shorts Club projects*, etc.
- **Lead Artist / Animator**
Butterfly.net, Inc. (Now **Emergent Game Technologies**, Calabasas, CA) 2000-2004
MMO title and several demos for PC, Xbox and PS3; developed design document; designed, modeled, textured, rigged and animated characters and environment; produced cinematics; tracked and managed projects and developed production pipeline.

- Independent 3D Animator** 2004-present
 Contract artist for various entertainment media companies, including Sojourn Entertainment, Total Media Source, Heavy Hammer, Online Alchemy, Blue Omega and Valhalla Games. Character and environmental design, modeling, rigging, animation and rendering, storyboards, etc. Freelance work for independent films. Shipped titles: *Burners*, *Cryptids*, *Damnation*, *Glympse*. Film Credits: *Life in Slow Motion*, *Tiki Time*, etc.
- Autodesk Certified Training Instructor**
Savannah College of Art and Design 1999-2000
 Taught all aspects of character design, modeling, setup, surfacing, and animation
- Photography Instructor & Department Chair**
Jefferson County Schools, Jefferson County, WV 1996-1998
 Developed curriculum, taught high school darkroom photography
- President & Cofounder**
Epicenter, Inc. (Nonprofit community art center) 1994-1998
 Organized & promoted art exhibitions & events, managed funds, oversaw site development, acted as media contact
- Past Experience**
 I have worked professionally as a graphic artist & web designer, metal smith, museum services technician, theater set designer, journalist, cartoonist, musician, and white water raft guide.

Computer Applications

- 3D:** Maya, Houdini, 3ds Max, SoftImage, ZBrush, Mudbox, Modo, Vue, Motionbuilder, SketchUp
- 2D:** Toon Boom Harmony, Flash, Moho, Pencil, Digicel Flipbook, PAP, storyboarding apps
- Surfacing & Rendering:** Renderman, Mental Ray, procedural shaders, Deep Paint/Deep UV, Photoshop, Painter, StudioPaint, Bodypaint, ZBrush, Headus UV Layout, other UV and painting apps
- Compositing & Post:** Flint, Flame and Inferno, Avid SoftImage DS, Shake, After Effects, Premiere, Combustion, Fusion, Sony Vegas, Final Cut Pro, Toxic
- Web Design & Multimedia:** Dreamweaver, Fireworks, Flash, Director, Illustrator, QuarkXPress, InDesign, GoLive, ColdFusion, ftp, CGI, TWiki, WordPress
- Game Engines:** Unreal, Quake, Crystal Space, Gamebryo, Torque
- Sound Design:** Vegas, SoundForge, Acid Pro, ProTools, Cubase, WaveLab, Adobe Audition/Soundbooth
- Office Tools, Misc:** MS Office Pro, Project, Visio, Final Draft, CVS & source control, CD/DVD authoring, DeBabelizer Pro, iView, Bridge, Camtasia and Captivate
- Computer Languages:** HTML, Javascript, CSS, C++, Open Inventor, Python, Renderman RIB & Shading Languages, Maya MELscript, Director Lingo, Flash Actionscript
- Operating Systems:** Windows, Unix/Linux, Mac OS

Honors and Awards

- 1991 - 2007: A Variety of Awards and Placements in Juried Art Exhibitions
- 2004 - second place Nvidia Make Something Unreal contest (Damnation)
- 1998 - 2000: Morris Scheer Fellowship, International Competition for Student Artists
- 1989 - 2002: Published fiction and non-fiction in various newspapers, magazines, and juried writing competitions
- 1998 - 2000: Dean's List @ SCAD
- Nov. 8, 1999: Live Performance of real time animation at the International Delphi Conference, Trustees Theater, Savannah, GA
- 1999: Alias Certified Training in Character Animation (1999) and MEL scripting (2000)
- 1997: Artist-in-Residence, Boarman Arts Center, Martinsburg, WV
- Prolific Fine Arts Career, with over twenty solo shows from 1991 to the present, and paintings & drawings in over one hundred private collections
- Logos and designs used for film, stage, advertisements, posters, corporate identities and album covers

Professional Organizations

LA-SIGGRAPH
 ASIFA-Hollywood
 ACM SIGGRAPH

References, Portfolio and Demo Reel are available upon request