

Paul Eppleston

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A character animator with live-action production and acting experience. Comes with extensive Studio Ops and distribution savvy.

EXPERIENCE

Original Productions

Nov 2017 - May 2018 , Nov 2018- June 2019

Reviewed raw footage for Deadliest Catch and summarized for editor searches. Made extra note of significant moments and visuals.

UnCorked Productions

Aug 2017

Animated a logo being "written" then crashed into by a cork pull for the web-series "UnCorked". Freelance project done in Flash.

Independent Film "The Candle"

Jul 2017

Junior VFX. Using AE, added flame to a birthday candle on a moving cake. Per editor's request, made the flame and unburnt wick paint-out an alpha for simple A over B composite.

House of Moves

Nov 2016 - Jan 2017

Used body motion capture data to create action iconic to established superheroes of Injustice 2. Created timings within pipeline constrictions. Cycled and blended animations together for seamless transitions. Used constraint system to reverse chain rig pivot direction and to simplify spinning prop animation. Compiled a quick-start help guide for fellow new hires to make their transition to mocap easier than my own. Submitted finished assets and timecard through Shotgun.

USC - dir Fernando Rabelo

Feb 2016 - May 2016

"First Dance" fka "The Marriage Bed" - Cartoony style character animator. Hand-keyed fabric animation (character moving underneath sheet, wrap around character). Created a rig to apply dynamics to prop sheet. Experimented with different types of direct rigging for sheet.

Arconyx

Jul 2014 - Sep 2014

Character animator on Arconyx Internal Development Project

Arconyx

Jan 2014 - Feb 2014

Character animator on "The Little Painter"

Anzovin Studio

Sep 2013 - Oct 2013

Character animator on LEGO Star Wars Microfighters: "Bantha Shakes" and "Tank Attack Antics". Created hero performance, crowd cheering cycles, and hand keyed vehicle collisions. Created basic costume and prop stand-ins that ended up in final product.

Collabs, LLC

May 2013 - Jul 2013

Character animator for spec pitch trailer. Brainstormed shots for trailer. Stress tested rigs for production readiness. Conformed asset file names and folder structure to a push production environment. Modeled and rigged simple props and proxies for asset

Sleepy Time Pals

Dec 2008 - Jan 2010

Character animator for a spec pilot children's show mixing animation and live action. Advised on green screen shoot regarding animation requirements. Reviewed reels of prospective animators

Walt Disney Company: Film Research

Dec 2001 ~ May 2013

OPEIU Film Librarian. Facilitated the screening of 35mm and DCP prints for the Bel-Air circuit, executives, and business entities of the Walt Disney Company. Duties included: researching title distribution rights, procuring permission to screen released titles, coordinating transportation of prints, taking requests from outside business entities, investors, and VIPs

VOLUNTEERING

La Brea Tar Pits Museum: Fossil Lab

Jul 2015 - Jan 2017

Sorted recovered micro-fossil matrix into bone, plant, insect, and debris using a 3x magnifier and 40x microscope. Surface preparation of fossils. Assembled bone fragments and glued together. Labeled all work for proper storage and retrieval. Learned comparative anatomy and osteology for fossil identification.

SOFTWARE & SKILLS

Maya, Motion Builder, After Effects, Photoshop, Illustrator, Flash, Sketchbook, Avid, Premiere, Final Cut Pro, Shotgun, Trello, taught MS Office, Singing (Opera), Acting, Mime, Stand-Up, Animation Voice

EDUCATION

AnimationMentor.com

Certificate of Completion – Animals and Creatures

Diploma, Advanced Character Animation Studies

Mentors: Brian Mendenhall, Jean-Denis Haas

2012

Mentors: Victor Navone, Joe Mandia, Chris DeRochie, Pete

2009

Paquette, Greg Kyle, Cal Brunner, Keith Sintay

Professional Development

Mentors: Shaun Freeman, Drew Adams

2009-2010

Garage Acting Workshop – Lisa K Wyatt, Jim Blanchette

Ongoing on-camera acting workshop.

2006-2014

Flappers University – Joanie Coyote

Beginning stand-up comedy

2014

Mime Theatre Studio – Lorin Salm

Marceau technique and Decroux's Corporeal Mime

2013

Actors Workout Studio – Fran Montano

Meisner-based acting class, focusing on dramatic improv and

1998-2004

scene study

Kalmenson & Kalmenson - Foundations Voice Over Class

Introduction to voice over and voice acting

1998

Animation Voice - Bob Bergen

Basics of animation voice performance

1997

Classes, Lectures, and Seminars

Fundamental Figure Drawing

Figure Drawing Top to Bottom

Heads, Hands, and Feet Drawing

Storyboarding

Foreshortening & Perspective in Drawing

Two Figure Composition

The Essence of Story for Storyboard Artists

Drawing for Story 3 Beats

Karl Gnass - American Animation Institute

Perspective

Jon Messer - American Animation Institute

Intro to Color – Ron Pekar

Intro to Drawing: Costume

ig - Disney Development

The Art of Production Design -Neil Spisak - **ICLA Program**

The Propmaster's Work - Charles Stewart - **Learning Annex**

The Art of Visual Storytelling - **Skillshare**

The Future of Storytelling - **iVersity**

Ithaca College – Ithaca, NY

May 1995

Bachelor of Science in Cinema Production, Magna Cum Laude, Minor in Screenwriting

National Merit Corporate Scholarship, member of Phi Kappa Phi, ICLA Program initiatory semester

Story Department Internship with Propaganda Films

OTHER INTERESTS

Knotwork, board games, cooking, acting and character voices, heraldry, puppetry, singing (bass baritone), cats