

John Hackman

Animation Shot Breakdown and Resume



Shot Breakdown Demo Reel 2011

John Hackman
Animator and Illustrator
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Clips 1:

Project: Beer Ball Socia-Ball Game Cinematic

Studio: Balance Studios

Client: Baytek Games

Services Provided for Shots:

I was Layout Artist, I did the animation, modeling, and texturing of the Ball, animation and modeling of the mug and beer, animation and texturing of liquid, animation of the text, and compositor for the entire project.

Services Provided for the Short:

The same as above.



Clips 2-9:

Project: National Rail Road Museum Children's Depot Train Safety Vignettes 1 - 4

Studio: Balance Studios

Client: National Rail Road Museum

Services Provided for Shots:

2- 5: I provided animation, and modeling for the Boy, and was layout artist for the shot

6-7: I provided animation and modeling for the Boy, animation and modeling of cross buck, and modeling of the ground, and was layout artist for the shot.

8: I provided animation and modeling for the Boy, lighting of the scene, texturing of the mountain, painted the matte painting, and was layout artist for the shot.

9: I provided animation and modeling for the Boy, and was layout artist for the shot.

Services Provided for the Short:

In addition to these shots, I was a Storyboard artist for all four National Rail Road Museum Vignettes, Lead Layout artist on Vignette 1,2, and 4, I was lead character designer and provided the designs for the Boy and the Conductor in the short, designed the train and train cars, and did the concept designs for the Backgrounds of all four vignettes, The compositing for the entire Vignette 2, 3, and 4, and the BG matte painting for Vignette 4, and I did the lighting on the entire Vignette 4 short.



Clips 10-11:

Project: Spider's Web

Studio: Balance Studios

Client: Meysen

Services Provided for Shots:

I animated all the characters in these shots.

Services Provided for the Short:

In addition to these shots, I was a Storyboard artist on the short, I drew turnarounds of each character based on the lead character designer's designs.



Clips 12-18:

Project: Who's Watching Conrad Farcus

Studio: Balance Studios

Client: Believe Animation

Services Provided for Shots:

Storyboard artist for short, Layout Artist for following shots, animated all the characters in following shots, textured the characters in these shots, did the matte painting for these shots.

Services Provided for the Short:

I did the character design for all the secondary characters for the short, Redesigned Conrad Farcus, and did the concept design and matte painting the Backdrops for the whole short, and did the storyboards for the short as well. I also did render management for the entire short, and composited the FG plate elements for the short (the BG plates were added in by the editor/director).

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Resume

Mission Statement:

I am an 3D Animator and 2D Concept Artist that has a passion for creating unique and engaging stories. I love making things come alive through animation and designing unique and engaging characters through illustration. I work well within a team environment and with tight deadlines.

Skills:

- Character Animation
- Character and Concept Design
- Character Modeler/ Hard Surface Modeler
- Storyboard Artist
- 2D Illustration

Software Skills:

3D Packages:

- Lightwave 3D: Animation, rigging, modeling, texturing, and lighting
- Blender v2.5x: Animation, rigging, modeling, texturing, and lighting
- Maya 2010: Animation and modeling

2D Packages:

- Adobe Photoshop
- Adobe Illustrator
- Corel Painter
- Gimp

Compositing Software:

- Autodesk Combustion
- Adobe After Effects

Video Editing:

- Sony Vegas
- Final Cut

Work Experience:

Freelance Illustrator: 2006-2007

Balance Studios: 2007 to Present - Green Bay, WI 54302

Role: Lead Animator/ Character Artist

Responsibilities:

As lead animator, my main responsibility is animation and supervision of animation staff. I also function as cg generalist. Also, I am responsible for rigging, layout, modeling, texturing, and lighting depending on size of staff and needs of the project.

As Character Artist, I am responsible for the initial Character concept designs and environmental concept designs. I am also responsible for all in-house storyboarding and web and poster illustration when needed.

School:

Edinboro University of Pennsylvania

-2006 BFA in Applied Media Arts with a Concentration in Animation.

Groups/ Associations

ASIFA-Hollywood Membership

