

Elizabeth Kupfer

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LizzKupfer.com
3D Animator

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Profile: Animated personality looking to animate her best. Enthusiastic about her field and similar industries.

Education: School of Visual Arts
Bachelor of Fine Art, Class of 2007
Major: Computer Art
Concentration: Animation
Cumulative GPA: 3.4

Aug '11 to Jan '12	Edgeworx Studios <i>3D Artist</i> Raising Titanic (History) - Animation and modeling elements of the Titanic. Sex in the Stone Age (Nat Geo) - Design of ancestry chart/tree. Bones of Turkana (Nat Geo) - Animation retouching and modeling. Vietnam in HD (History Channel) - 3D aerial maps.	New York, NY
Jun '11	Napoleon Group <i>Animator</i> Pre-vis keframe animation.	New York, NY
May '11 & Aug '11	Motion Capture NYC <i>Lead Animator</i> Mocap animation for the ESPY awards and a project not yet announced.	New York, NY
Feb '11 to Mar '11	Curious Pictures <i>3D Animation</i> Dance Central 2.	New York, NY
Oct '10, Dec '10, Jan '11	Edgeworx Studios <i>3D Artist</i> Nova: Stuff and Underwater Universe.	New York, NY
Oct '09 to Oct '10	Curious Pictures <i>3D Animation</i> Green Day Rockband, RB3, Dance Central and In-game Cinematic Animation for Homefront.	New York, NY
May '09 to Oct '09	Launch <i>3D Artist</i> Previz: Modeled Assets and added animation and mocap to shots.	New York, NY
Feb '09 to May '09	Edgeworx <i>3D Artist</i> Room Raiders 2.0: Wireframe Animations Tara Expedition: Created 3D Model of Tara ship	New York, NY
May '07 to Nov '08	Worlds Away Productions <i>3D Artist</i> Human Resources Pilot: Character Animation CEO Dad Intersitials Pilot: Character Animation Time Warner Cable - Sir Whack-a-Charge: Shadow animation. Keying. Graphic Design of play area and backboard. NY Knicks - Jumbo Tron Intro and Half Time Video. Numerous other projects that range from On Set and Off Set Assistance with Production Designer, Poster Designs, Backdrop artwork for Photoshoot, Scaling up images for large scale prints. Worked with both the Production and Post Production sides of Worlds Away.	New York, NY

Skills: Character Animator. Good with lip sync. Also good with Rigging and Knowledge of MEL Scripts. Understands Character Studio. Knowledge of the following programs: Maya, 3ds Max, Motion Builder, After Effects, Combustion, Commotion, Adobe Illustrator, Photoshop, InDesign, Flash, Vegas Movie Studio, Microsoft Word, Excel and Power Point. Comfortable working with both PC and Mac. Also understands basic Motion Capture and the different types out there. Let's not forget skilled with a pencil and paper.