

Scott Wright

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Animation Industry veteran with 20+ years of experience. Proven capability to manage groups of artists to accomplish production goals. Proficient in Photoshop, Painter, Storyboard Pro, Zbrush, Maya, Blender, Toon Boom Harmony, Flash/Animate, After Effects, TVpaint. Excellent time-management skills. Strong background in pastel, ink, drawing, watercolor, gouache. Team player, positive attitude, enthusiastic and energetic.

Experience

Storyboard Artist

Zam Animation

02-/2020-present

- Create visual beats according to script and director notes
- Develop story in pitch meetings
- Read and visualize scripts

Animation Lead

ReelFX

11/2019-02/2020

- Work with Directors, and producers to create animation performances
- Worked with at team of 10 animators to create performances based on vision of director
- Created schedules for animation team

Senior Animator

EIPG

09/2019-11/2019

- Worked with Rigging Supervisor to build the characters and the animation tools
- Responsible for 3d animation including managing sequences, characters and performances
- Maintained production schedule and provided work effectively, met and exceeded weekly footage quota
- Work with remote animators to create fluid and polished acting choices

Animator/Layout Artist/Story

Duncan Studio

1/2019-4/2019

- Manages camera and story layouts with in a 2d and 3d pipeline
- Work together with the Director to create working stories through camera and character movements
- Works closely with Directors, and Producers to establish the animation style for films
- Responsible for 2d and 3d animation including managing sequences, characters and performances

Freelance Storyboard Artist/Illustrator/Animator

7/2010-present

- Creates storyboards and story beats for commercials and films
- Responsible for Character Design for commercials, products and short films
- Reads scripts, develops story, characters and environments for production needs
- Communicates with directors and producers to create visual stories for films, commercials and VR/AR projects
- Solves various art and design issues while maintaining artistic quality to meet tight deadlines
- Responsible for visualizing clients ideas through project look and development using 3d and 2d processes.
- Designs props using Photoshop, Blender, Zbrush and Maya
- Develops lighting and color studies for commercials, films and VR/AR projects
- Builds relationships with studios, remotely and in house, to create passionate team atmosphere with common goals
- Creates detailed style guides for short films
- Senior Animator for various VR projects

Part Time E-Learning Professor

Savannah College of Art and Design (SCAD)

9/2018-present

- Improves and drives artists to work together in a studio environment to reach a common goal
- Develops a broad range of artistic styles with latest technology and film aesthetics
- Leads class in 3d Production, Layout, Animation, Collaborative projects

Professor of Animation

Savannah College of Art and Design (SCAD)

9/2011-5/2018

- Manages 20-40 films from concept to completion in ten week schedules
- Improves and drives artists to work together in a studio environment to reach a common goal
- Develops a broad range of artistic styles with latest technology and film aesthetics
- Solves complex design problems in a timely manner
- Communicates to artists and faculty regarding schedules, complexity and design count
- Teaches artists how to use and develop show designs using multiple programs
- Conducts portfolio reviews and interviews for potential animation projects

Professor of Animation

California Institute of the Arts (CalArts)

8/2009-7/2011

- Reviewed portfolios for potential candidates
- Coordinated 20 student tracks to create animated shorts
- Handled confidential student information, provided advice on career paths
- Responsible for teaching 2d Animation and Professional Development classes

Senior Animator DreamWorks Animation

9/1995-7/2010

- Worked closely with Directors, Producers and Supervising Leads to establish the animation style for films
- Worked with CG supervisors and Rigging department to build the characters and the animation tools
- Responsible for 2d and 3d animation including managing sequences, characters and performances

- Maintained production schedule and provided work effectively, met and exceeded weekly footage quota
- Solved complex issues within scene and sequence while communicating with internal departments

Education

Academy of Art University- MFA,
Illustration Sheridan College- Associates
Degree

Film Credits

- 'SCOOB'
- 'How to Train Your Dragon: Legend of the Boneknapper'
- 'MegaMind'
- 'How to Train Your Dragon: 2010 Winter Olympics Spots'
- 'How to Train Your Dragon'
- 'Monsters vs. Aliens: Mutant Pumpkins from Outer Space'
- 'Monsters vs. Aliens'
- 'Bee Movie'
- 'Flushed Away'
- 'Over the Hedge'
- 'Madagascar'
- 'Shark Tale'
- 'Sinbad: Legend of the Seven Seas'
- 'Spirit: Stallion of the Cimarron'
- 'The Road to Eldorado'
- 'The Prince of Egypt'