Sean McComber

Arts & Technology School of Arts & Humanities The University of Texas at Dallas 800 West Campbell Road, AT10 Richardson, Texas 75080-3201 sxm129130@utdallas.edu

Education

The University of Texas at Dallas, Richardson, Texas 2012-Current M.F.A., Arts and Technology

Savannah College of Art & Design, Savannah, Georgia 2001-2004 B.F.A., Computer Art Emphasis: 3D Animation

Professional Experience

Sucker Punch Productions Bellevue, Washington 2011

Senior Animator

Infamous 2

Infamous 2: Festival of Blood

- Responsible for creating original key frame animation for in-game cinematic scenes
- Incorporated motion capture animation into in-game cinematic scenes and cut-scenes.
- Created cycle animations

Rhythm & Hues Los Angeles, California 2008-2011

Supervising Animator

Land of the Lost

- Supervised team of 13 international animators at the Mumbai, India facility.
- Worked directly with the Animation Director through video conference on several sequences totaling over 70 shots with multiple characters.
- Responsible for direction notes, shot schedules, shot assignments, dailies and rounds.
- Educated and trained international animation team on animation workflow, rigs, animation tools and techniques, facial animation.
- Provided detailed team reviews to supervisor and manager.

Lead Animator

Hop

- Character lead for main characters.
- Worked with riggers, to provide tools and controls on characters to allow animation team the ability to provide highest quality performance, including face shapes and deformations.

Alvin and the Chipmunks 2: The Squeakuel

- Animated heavy character acting and technically challenging shots.
- Managed up to 8 shots at a time in different stages.
- Ran dailies and rounds in supervisor's absence.
- Worked with supervisor to cast shots and assess animators' skill level.
- Provided team reviews.
- Participated in Animation Apprentice program as mentor.
- Participated in education for new animators teaching animation tools in R&H proprietary software.

Character Animator

Yogi Bear

• Part of the Post-viz team that refined pre-viz cameras and provided animation choreography.

Aliens in the Attic

ReelFX Dallas, Texas 2007-2008 Character Animator Open Season 2

Rhythm & Hues Los Angeles, California 2007 Character Animator Alvin and the Chipmunks

Research Interests

3D and 2D Animation Filmmaking Storytelling

Teaching Experience

AnimationMentor.com Emeryville, California 2011-Present

Mentor

Courses taught include:

Basic Foundations

• Covers the fundamental principles of animation

Psychology of Body Mechanics

• Covers learning how to make character feel like they have proper weight and physics in order to create believable character performances.