

Jason McDonald – Animator

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22 years experience in creating visual effects and character/creature animation for film and television. A broad background, from digital 3D and compositing to practical shoots model effects and previsualization. Good general film making knowledge. My ambition is to continue to develop my abilities as an animator, visual effects artist and film maker.

March 2012 – Present
The Third Floor, London, UK

Previs Animator/Postvis Artist on;
Maleficent (2014) **All You Need is Kill** (2014) **Thor 2: The Dark World** (2013), **Order of The Seven** (pitch-vis) **47 Ronin** (2013)

Feb 2012 – Feb 2012
The Mill, London

Previsualization Supervisor: Les Misérables (2012) working at Pinewood Studios.

March 2011 – Jan 2012
Argon, Pinewood Studios

Previsualization Supervisor: Dark Shadows (2012)
I provided and supervised a previs team through my company, Argon Effects.
Working with VFX Supervisor Angus Bickerton and VFX Producer Barrie Hemsley.

March 2010 – March 2011
The Moving Picture Company Soho, London

Previsualization Supervisor: Prometheus (2012)
I supervised a previs team at Pinewood, animating, editing, mixing SFX and presenting work to the Director, Ridley Scott and VFX Supervisor, Richard Stammers.

Previsualization Supervisor: Xmen First Class (2011)
As the production's overall Previs Supervisor, I worked with 5 previs suppliers and 20 artists, edited 20 minutes of the movie in previs form & worked with VFX Designer John Dykstra.

Senior Animator
Harry Potter and the Deathly Hallows Pt. 1(2010)
As a Character Animator, I worked on the Giant Snake/Digi Doubles & Flying Motorcycle.

November 2009 - March 2010
Double Negative Soho, London

Senior Animator
Iron Man 2(2010)
As a Character Animator I worked on Iron Man in the Suitcase fight sequence.

July 2009 – Oct 2009
The Moving Picture Company Soho, London

Senior Animator,
Harry Potter and the Deathly Hallows Pt. 1 & 2(2010/2011)
At Leavesden Studios on Pre/Postvis.

Jan 2009 - April 2009
Nvizage, Longcross Studios

Senior Animator
Clash of the Titans(2010)
Previs animation of Scorpion Fight.

July 2008 – December 2008
Destroy All Monsters, London

Senior Animator
Sherlock Holmes (2009)
Developed previs of VFX sequences.

December 2007 – July 2008
The Moving Picture Company Soho, London

Senior Animator “The Chronicles of Narnia: Prince Caspian”
Animated photo-realistic bears, tigers, dogs, hogs, gryphons and mice.

Senior Animator
The Wolfman(2009)
At Pinewood, designing werewolf transformation sequences with VFX sup. Steve Begg

March 2006 – November 2007
Cinesite London.

CG Animation Supervisor
Inkheart(2009)
Whilst working directly with the VFX supervisor, Angus Bickerton, I lead the creation of a photoreal CG ferret including animation, shader creation, muscle and fur simulations. I supervised VFX on the 3rd unit shoot.

CG Supervisor
Underdog(2007)
I lead the animation and development of fully articulate facial rigs to complete 350+ face replacement shots in the creation of five talking, expressive dogs

November 2005 – March 2006
Nvizage, London

Senior Animator
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as an previs Animator, I worked on the previs of the Mammoth and Terror Bird sequences.

September 2005– November 2005

The Mill

London

Senior Animator

BBC Faces

Postviz with client, rigged, animated a lion shaped cloud of human faces; a tv commercial

July 2004 – September 2005

The Moving Picture Company

London, UK

CG Supervisor

The UK National Lottery

I lead 6 animators and TDs in the creation of a talking unicorn for a series of commercials. I supervised the rigging, developed facial animation systems, created hair simulations, textures and shaders. I lit and composited shots and attended the shoots.

May - June 2004

The Peerless Camera Co. London

Senior Animator

The Brothers Grimm

I was an animator for the “Great Oak” sequence in which a huge oak tree smashes it’s way through an enchanted forest in an attempt to eat the main characters.

October 2001 – March 2004

The Moving Picture Company Soho, London

Animation Supervisor

Harry Potter and The Prisoner of Azkaban

I worked closely with the VFX Supervisors and the Director. I undertook various responsibilities during this 15 month project that included; Previsualization supervision, shoot supervision, leading and working with a team of 10 animators through to final shot production.

Animator

Tomb Raider: The Cradle of Life

Created pre-visualisation and animated the films’ Pod Crash Sequence using keyframe animation and dynamic simulation.

Lead Animator

Harry Potter and The Chamber of Secrets

I lead all animation on the Whomping Willow and Flying Car Sequences, which included digital doubles, flying car and the tree.

I worked with the Technical Directors on the character rig set-ups. At the beginning of the project, I worked with MPC Supervisor Chas Jarret to create a Previsualization of the Whomping Willow Sequence.

September 1999 – October 2001

Smoke and Mirrors

Soho, London

CG Supervisor

Harry Potter EA

I animated shots and supervised all aspects of creating an entirely CG commercial.

Lead Animator

Frosties

As Lead Animator, I pitched won the project and lead the production of the final animation for a 60" TV commercial in which Tony The Tiger was a CG character.

October 1996 – September 1999

VTR Ltd.

Soho, London

Senior Animator

Lost In Space and The Borrowers

I worked solely on the spider attack animation. My responsibilities included, developing the spider animation cycles for the sequence, creating rigs for the creatures. Within my shots I tracked the camera, lit and rendered the animation.

August 1993 – October 1996

Probe Entertainment Ltd.

Croydon, London.

Cell animator / Computer Animator

I was hired as a Traditional Cell animator to create animation for the Sega / Warner Bros. Video games titles; Bugs Bunny and Daffy Duck. After those titles I began using computers to create animation. Over a couple of years I became experienced in using Wavefront TV4, Explore, 3D Studio, creating intro sequences and creature animation.

February 1991 – March 1993

Universal Pictures Ltd/Amblimation

207-211 The Vale, Acton, London

Runner / Inbetweeners / Assistant Animator (Cell Animation).

I began my animation career here as a runner on "**An American Tale 2**" then working as an assistant character animator on Spielberg's "**Were Back – A Dinosaurs Tale**"

ADDITIONAL RELEVANT INFO:

- Tools: I have an excellent knowledge of these applications: Maya, Final Cut Pro, Avid and a very good knowledge of After Effects, PF Track, Shake and Mental Ray.
- As a Member of BAFTA, I was on the panel for short animation nominations 2010.
- My live action short film "Taylors Trophy" won Film Festival awards and was broadcast on Television in America and Europe.
- Date of Birth 13th November 1967
- www.jasonmdonald.co.uk