

Michael M. Harris

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PROFESSIONAL EXPERIENCE

Freelance Animator March 2016 – Present
Edit1, Napoleon Group, Tin Toy Digital –Lead Previz Animator

- Lead 3D character animator managing teams and working directly with clients.
- Animate test commercials using mocap data and keyframe animation in Maya.
- Introduced time-saving tools to animation pipeline.

Smoke & Mirrors, ShadeVFX, WWE – Freelance Technical Animator

- Photo-real facial animation for global ad campaign, client Coca-Cola.
- Set-up and animated previz scenes for full-up commercial, client Square Enix.
- Animated 3D elements in Maya matchmoved to footage for feature film.
- Animated 3D props for big budget Netflix original series in Maya.
- Created intro screens, video frames, and split screen bars using After Effects.
- Keyed high volume of green screen footage quickly and with superior results.

321Launch - Head of Motion Capture Dept July 2013 – March 2016

- Clip capture and cleaning for all in-house 3D projects using Vicon IQ with very fast turn-around, often multiple jobs in one day and clips delivered promptly.
- Implemented newly acquired hardware and oversaw highly individualized motion capture shoots and overcame unique obstacles with creative solutions.
- Facial Capture marker application, clips captured, cleaned, and reference footage recorded then delivered to animators for same day implementation.
- Schedule shoots requested by producers, audition and book actors for shoots.
- Camera and volume set up and care, suit/marker maintenance and application.

321Launch - Staff Animator July 2011 – July 2013

- Animated Previsualization for test commercials using Motionbuilder and Maya.
- Cleaned body and facial motion capture footage in Motionbuilder for animation.

Curious Pictures - Animator June 2008 – July 2011

- Produced Facial Animation for Rockband 3, Green Day Rockband, Lego Rockband, and Rockband 2 & 3 downloadable content.
- Trained in all aspects of motion capture pipeline from shoot to final animation.

EDUCATION

- **School of Visual Arts** BFA– Computer Art Honors Program – Graduated 2008

COMPUTER SKILLS

- **3D Production** - Autodesk Maya - Facefx - 3ds Max
- **Motion Capture** - Vicon IQ - Autodesk Motionbuilder - Vicon Blade
- **Video and Motion Graphics** - Adobe After Effects - Premiere - Final Cut Pro
- **2D Design** - Adobe Photoshop - Illustrator