

DANIEL KOLE

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Technical Animator and Character TD specializing in cloth and hair simulation, including muscle animation and skin simulation.

WORK EXPERIENCE

Technical Animation Supervisor and Character Rigging TD

Dec 2008 – Nov 2013

Rhythm & Hues Studios, El Segundo CA

As a Technical Animation TD/Supervisor, my responsibilities included organizing and distributing shots, evaluating artist work, guiding artists and resolving technical issues, managing local and international artists, cross-departmental communication, responding quickly and effectively to requests and art direction, simulation of cloth and fur, muscle rigging and animation, skin simulation, muscle and fat jiggle, geometry cleanup, character collision and interaction, workflow optimization, and rigging for simulation and character FX.

As a Character Rigging TD/Supervisor after the merger of that department with Technical Animation, my responsibilities expanded to include the construction and maintenance of rigs for animator use.

Technical Animation Supervisor:

- Percy Jackson: Sea of Monsters (2013)
- Life of Pi (2012) (International Team)
- Alvin and the Chipmunks 3 (2011)
- Hop (2011) (International Team)

Technical Animation TD:

- Yogi Bear (2010)
- Alvin and the Chipmunks 2: The Squeakquel (2009)
- Aliens in the Attic (2009)
- Night at the Museum 2 (2009)

Character Rigging:

- Tammy (2014) (Supervisor)
- "Action Movie FX" Phone app (TD)
- Internal Project under NDA (TD)

EDUCATION

University of Central Florida, Orlando FL

Bachelor of Arts

Major: Digital Media - Animation Focus

Graduated Cum Laude May 3, 2008

REFERENCES

Rhythm & Hues Rigging and Technical Animation Department:

Manager

Lois Anderson

lois@rhythm.com

Supervisor

Jimmy Gordon

jimmyg@rhythm.com

Supervisor

Matthew Derksen

mderksen@rhythm.com

Senior Rigging TD

Daniel Lindsey

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