

# OWEN RIXON

## Education

**2005- 2009:** Edinburgh College of Art  
2/1 BA Hons in Animation

**1999 - 2005:** The High School of Glasgow  
Advanced Highers in Art & Design (B), Information Systems (B).  
Highers in Art & Design (A), Information Systems (A), English (A), History (B),  
Maths (B).  
Standard Grades in Art & Design (1), Computing Studies (1), English (1), French  
(1), Maths (1), Physics (1), History (2)

## Prizes

**2005:** Art Prize, 5 merit ties, colours for rugby.

## Experience

### **Feb – March 2012 – Animator/VFX artist on “Kabam” product video, directed by Stephen Donnelly at Axis Animation.**

My first job on this project was to set up 3 films, averaging 5 shots each in After Effects and roughly animate the camera movement as well as set up effects plates and particle simulations to give the client an idea of what the final films would look like. Once the scenes were set up I split up the pre-painted illustrations into parts to be animated and then animated the characters within each scene in After Effects, making alterations based on director feedback. I also had to find different ways to deal with rendering issues due to hardware and software limitations, requiring regular interaction with the IT department, and discussions with the other artists.

### **December 2011 - January 2012 – Animation Director/Animator on “Ecometrica” by HeeHaw Digital.**

Designing and animating characters and environments around pre-recorded screen grabs of a piece of software designed to help companies manage their carbon footprint. The client already had a good idea of what they were looking for in terms of style so I had the freedom to take their ideas and design and animate the characters and settings in as lively a way as possible. The project was done in After Effects and Flash.

### **November 2011 – Pre-vis artist on “Aliens:Colonial Marines” cinematic trailer directed by Stuart Aitken, produced at Axis Animation.**

I was brought onto this project to animate a trail of blood that continues through the whole video. I animated in 2D over pre-rendered 3D footage to give an example of what the blood trail would look like when it was done as a 3D simulation during production. The work was done in flash with test renders being delivered to the director on a daily basis.

### **August 2011 – Animation Director/Animator and designer on an online promo video for social networking site “U18”.**

This project was to design and animate a slick promo video aimed at a target audience of 12 to 17 year olds to promote a social networking site. As the company had a very specific idea of what they were looking for it was important that I kept them regularly updated with my work in progress and stuck to the reference images they sent me while still having my own design input to make the project look as good as possible.

**August 2011 – Concept Designer and Animator for a Li-Ning sports clothing TV advert, directed by Wiek Luijken, produced at Axis Animation.**

The first piece of work I did on this project was to design the look for a transition between live action NBA basketball players and their CG animated counter parts. Once the client and director had agreed on their favourite transition design I worked as part of a small team to create animated motion trails on the characters and to create the transition I had designed as a fully animated piece of work ready for TV broadcast in China as part of a large advertising campaign. As the project progressed I was asked to add similar effects to a further two adverts, meaning a streamlined workflow and good communication between team members was important. Also, for the project I had to learn and become comfortable with the Trapcode suite for After Effects, which I had not used before, and be able to use it quickly and efficiently.

**July 2011 – Animation director/animator and designer on “The Code – How to Play” for BBC’s “The Code” website.**

Working offsite for video to explain to viewers how to play an online game that ran alongside the BBC’s TV show “The Code.” I worked with the producer to come up with a concept for the piece and then designed and animated it. As the clip had to explain how an online game was to be played it had to be clear and stay true to the design of the website. As the deadline was short it was important to find out early exactly what the production team was looking for in terms of an overall look to the clip so that I could deliver it to a high standard on time.

**May 2011 – Animator for motion comic test for Axis Animation.**

Working offsite with a director at axis to create a concept animation piece as part of a pitch for a computer game motion comic. Involved quickly and efficiently creating work to send multiple times daily to the director.

**January 2011 to March 2011 – Animator on the motion comics for Zach Snyder’s “Sucker Punch”, directed by Ben Hibon, produced at Axis Animation**

Working as part of a team on four, two minute long animation’s to advertise Zach Snyder’s “Sucker Punch”. As the project was on a very tight schedule, the animation had to be produced as efficiently and quickly as possible without affecting the quality. To do this we had to create and work to a well planned work flow that would allow us to easily change not only our work, but also the other group members work if need be. It was also important to communicate with the composers and project managers to make sure changes were maintained down the line and not lost at any stage. Finally, I had to keep track of each shot I worked on, as it was common that I would be working on three or four shots at once, so the directors comments and changes could be implemented correctly after each review.

**October 2010 – Designer and Animator on title sequence for “KJB – The Book That Changed The World” by Norman Stone**

Creating a dramatic, animated title sequence for a 90 min documentary/drama presented by John Rhys-Davis about the King James Bible. The sequence had to be in keeping with the feel of the show, but also appropriately designed so it could be used for posters/dvd covers and any other printed merchandise. The animation had to be of a quality suitable for HDTV and produced to a broadcast standard.

**September 2010 – Production Designer on “Ken” by Mark Rossi**

Designing and dressing location for a short film. Worked with director, working out what props needed to be found/made and what each shot should look like.

**April 2010 – Animator and Digital Effects Artist on “Flights of Fancy” by Sara Forbes**

Keying out greenscreen footage and compositing on top of a background animation. Worked with director to define a look for the animated background which was then compiled in After Effects.

**April 2010 – Art Department and Digital Effects Artist on Tommy Reilly’s music video “Take Me Away for the Night” directed by Jamie Stone**

Working as part of an art team creating a 2d wooden spaceship on which Tommy sat, that we then moved incrementally to shoot as pixilation. Effects shots include support removal, compositing and complex shot transitions.

**2010 – Production Designer on “Lu’na.tic” by Dan Gough**

Leading a team designing and dressing of locations for a short film. Worked with director and producer, working out what props needed to be found and what each shot should look like. Also planned multiple effects shots to be carried out at a later date, including greenscreen and day to night conversions.

**2010 – Digital Artist on music video for Remember Remember produced by Phase VI Films**

Colour correcting and modifying multiple shots using after effects. Particular challenges included converting day footage to night time footage and making footage look like cctv.

**Feb, 2010 – Animator on “Artemis – The Profit Hunter” by Iain Gardner Animations**

Involved taking paintings done by an illustrator, splitting them into layers and using after effects to create the illusion that the painting was 3D. Had to work to a 4 day deadline whilst maintaining the highest quality of results.

**2009/2010 - Assistant Animator on “The Tannery” by Iain Gardner Animations**

Cleaning up keyframes and inbetweens and animating shading within the character.

**2009/2010 – Digital Effects Artist on “The Pitts” by Jamie Stone**

Involved working closely with director to fix errors in practical effects shots of a house collapsing. Was also required to add digital elements such as a road, car, surrounding buildings, smashing windows and dust to the original shot.

**2009 – Digital Effects Artist on “The Right Resources” by Oooi Productions**

Working closely with director and producer to add visual effects to pre-shot live action footage. Along with the pre-planned effects shots, the director and producer also asked for substantial effects to be added to shots that were not originally supposed to have them. This required a lot of problem solving in a short space of time.

**2009 – Production Designer on “The Right Resources” by Oooi Productions.**

Leading a team that consisted of a costume designer, an interior designer, and a builder in the design and creation of sets for a series of adverts aimed at corporate presentations. Worked with director and producer, working out what props needed to be found and what each shot should look like.

**2009 – Concept designer on “Magpie” by Jamie Stone**

Drawing designs for a spaceship and alien character to help with pitching for funding. Worked with director, going through the script and making design decisions based on his ideas and my own.

**2009 – Concept designer on “Speak I’ll of the Dead” by Reeve Rixon**

Creating A2 character sheets, and fully worked concept drawings of the main characters to aid in pitching for funding.

**2009 – Animator on a music video for “Glue” by The Jackson Analogue, directed by Jamie Stone**

Involved learning how to rotoscope sand on glass, matching the animation to the live action footage. As the project was done at a commercial gallery, I was an artist in residence and was required to talk to customers, answering questions about the technique and the project.

**2009 – Animator on “The Pitts” by Jamie Stone**

Building and animating a miniature house with a mine underneath it as a stop-motion special effect. This involved working from concept drawings and live action reference, as well as the directors notes. At a separate time I also took part in building sets and making props for the live action shoot of the same film.

**2009 – Animator on “Peter in Raidoland” by Johanna Wagner**

Building and animating a surreal forest that turned into the inside of an old radio. As the set was large it involved quite a lot of planning to assure all the required elements could be animated while retaining the forced perspective required to create a convincing forest.

**2008 – 2009 Art Director on “Entwined” by Reeve Rixon**

Working closely with director Reeve Rixon to create the overall look for the film. This involved doing a concept drawing for every shot in the film as a template for the live action work. I also spent a few weeks working on set helping build a replica garden indoors, and filming outdoors on location.

**2006 – Visit to Axis Animations in Glasgow**

Asked to help set up a premiere for a sequence of stings for MTV asia by Axis. Involved working as part of a team helping to set up the event and also provided me with a look at how the studio worked.

**Other**

**Summer 2005:** Kitchen porter in local tearoom, Mugdoc Country Park, Mugdoc. Worked closely with kitchen and waiting staff to prepare a variety of meals and ensure cleanliness and good service.

**Awards**

**October, 2010 – My degree film Welcome to Twister** – selected for the Exposures Film Festival

**July, 2010 - My degree film Welcome to Twister** – nominated for the McLaren Animation Award at the Edinburgh International Film Festival

**March 2, 2010 – My degree film Welcome to Twister** – nominated for a Scottish New Talent Bafta

**2009 – Johanna Wagner’s “Peter in Radioland”** – winner of the Scottish Short Documentary Award at the Edinburgh International Film Festival

**Interests and Responsibilities**

**Currently:** Sing in a band in venues around Edinburgh and Glasgow. For the past two years I have also been a DJ on Edinburgh’s student radio station freshair. Am currently a member of a five aside football team playing in an Edinburgh league.

**2005:** Elected 6th year representative on the pupil council. School prefect. Form prefect in charge of Transitus [P7] form class. Buddy to a new first year [S1] pupil. Buddy to a dyslexic pupil. Marketing director of a Young Enterprise company. Distinction in Young Enterprise examination

**2003-2005:** Played a leading role in the school production of "Guys and Dolls". Sang in school choir and in house shows. Played violin in two school orchestras. Attained Grade 5 violin in Associated Board exams. (Also passed Grade 5 Theory).

**2002-2005:** Member of the 2nd XV rugby team and captain for 4 games. Represented House and school in athletics and cross country. Represented Glasgow in Scottish Schools 85m hurdles.

**1995-2000:** Sailed for 6 years and gained IOCA grades 1 to 4 and RYA grades 1 to 3.

### **Other Skills**

Clean current driving licence

I have used Adobe Photoshop and After Effects to a high level and am familiar with Dreamweaver and Flash.