

Daniel Shneor
- Character Animator -

Name: Daniel Shneor
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Objective

To participate as an animator, in creative projects, adding value to the production through high quality story telling and character animation.

Professional Experience

2006-2007 – Freelance animation services for the following companies:

GreaterWorks Animation Studios LLC - Pretoria, South Africa –
Character animation, Facial rig, Layout and Previz.

IndieAnimation – San Anselmo, CA, USA -
Character animation for an independent animation production.

CREW972 – Ramat Gan, Israel, Europe –
Character animation for a children’s TV series.

CtrlArt – Ljubljana, Slovenja, Europe –
Character animation for a promotional video.

Ping&Pinga – Tel-Aviv, Israel, Europe -
Character animation for a children’s series of TV shorts.

2006 - 2007 – Teaching the “Maya and Animation” course in “Israeli Design Center”, an art and design college, Tel Aviv, Israel.

2005 - 2006 - Lead Animator, CREW972 Character Animation Studio (www.crew972.com), Ramat Gan, Israel.

The position required ability to apply team work and animation skills under production schedule deadlines, interacting with other pipeline departments. More requirements occasionally included CG leading and supervising.

2004 - 2005 - Creation of a short animated film: “Float” as part of duty completion to Bezalel Academy of Art and Design.

2003 - 2004 - Character Animator, Animation Department, DPSI, Beit Shemesh. Israel.

Projects included:

- “Happily Never After” – Animator and layout artist.
- “Star Point Academy Pilot” – Animator and layout artist.
- “Prime Time” animated short – Animator, modeling and character setup.

Participated in establishing the requirements from the character rigging process, to better fit the animation’s needs.

The position included development of Maya projects for theatrical features, Modeling and character setup on various productions.

Education

2001 - 2005 - Studies for Animation Diploma, Bezalel Academy of Art and Design, Jerusalem.
Animation Studies included: Traditionally drawn, Stop-Motion and 3D animation.
Additional Studies: Storyboard, Script Writing, Design, Cinematography, Acting
and fundamental art courses, such as drawing, illustration and oil painting.

1999 - 2000 - Coursework, Visual Communication Dept, "Camera Obscura" School of Art.
Tel - Aviv.
Studies included: Animation, Cinematography and Art studies.

Army Service

1994 -1998 - Lieutenant, Platoon Commander, Infantry Division, Israel Defense Force.

Computer Skills

1. Maya.
2. 3Dmax (Animation).
3. Photoshop.
4. Flash.
5. Combustion.
6. Aura.
7. CTP.
8. Premiere.
9. Painter.

Languages

English - Very Good.
French - Medium.
Hebrew - Native speaker.

Date of Birth: April 11, 1976
Place of birth: Tel-Aviv, Israel