

Andy Lefton
3D Animator / VFX / Illustrator / Film Maker
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Experience

Director, animator, effects artist, editor, sound design

Fat Chance (4:14) – Animated short film

Completed August 2018 <https://www.fatchancefilm.com/>

- Created storyboards, concepts art/illustration and direction
- Modeled, textured and animated all elements and characters
- Completed all compositing, video/audio editing and rendering

Director, animator, effects artist, editor

Two Worlds (7:40) – Award winning 3D animated short film

Completed April 2015 www.twoworldsfilm.com

- Created storyboards, concepts art/illustration and previsualization
- Modeled, textured and animated all elements and characters
- Completed all compositing, video/audio editing and rendering

Freelance 3D animator and VFX artist / Senior 3D Artist MadMicrobe Studios

March 2013 – Present

- Contractor with Digital Tutors to write, concept and create online digital content
- to teach lessons varying from 3D modeling and animation
- visual effects and compositing.

Lead/Senior 3D and VFX artist September 2011 to January 2013 Splice Here, Minneapolis, MN

- Art Director for 3D and 2D motion design, animation and visual effects projects
- Lead and coordinate 3D and visual effects from concept to completion
- Work with Producers, fellow project artists in finishing the clients goals and expectations.

Lead 3D/Post Production artist, October 2010 to 2011 Design Center, St. Paul, MN

- Lead and Coordinate 2D concepts and 3D animation for end clients.
- Collaborate with fellow producers and script writers to execute 3D/2D based projects.
- Bring to life concept-based ideas into the digital realm.

Lead Animator/Creative Partner/Owner, January 2006 to May 2010 Eight Point Productions, Minneapolis, MN

- Responsible for creating, scripting and producing 3D content, VFX, and motion graphics.
- Supervised projects, executed specific techniques along-side other artists to ensure an outstanding final product.
- Collaborated and advised in production meetings with agencies and artists

Lead 3D Coordinator/Animator/2D/3D Compositor/Freelance, March 2007 to August 2007 Reelworks Animation

- In charge of integrating, compositing, tracking 3D animation and elements into a 2D plate for broadcast.
- Supervised with the team artists integrating 2D line work with 3D rendered animations.

Freelance Digital Artist, February 2004 to December 2005 Eight Point Productions, Minneapolis, MN - Owner

- Created 3D motion graphics/animations from start to finish.
- Storyboard and concept ideas for end clients.

Intern 3D Animator/Digital Artist, January 2003 to January 2004 Fuse Animation/Hybrid Medical Animation, Minneapolis, MN

- Brought on to be skilled in the realm of commercial digital art.
- Animations for medical/micro procedures.
- Hired on as junior animator.

Skills

- 3D Modeling and animation
- Textures, lighting and rendering
- VFX, composite and motion tracking
- Fluid and fire/smoke simulation
- 2D Illustration, design, concept art and environments
- Storyboarding, editing, color correction

Software

- Cinema 4D
- Redshift
- After Effects
- Photoshop
- 3DS Max
- FumeFX
- Realflow
- Mocha
- Turbulence FD
- Premiere
- X Particles

Education

FX Technical Director Transformation mentor program and Live Action Course, 2015 - Present

Hands on lessons with FXTD Allan Mckay

- Course in scripting using Maxscript to create custom FX assets and GUI
- FX using FumeFX and 3DS Max
- Thinking Particles, Krakatoa and Realflow
- Created particle systems for FX dynamics of destruction, smoke, fire and sand

Associate of Applied Science in Media Production, 2003 Minneapolis

Community and Technical College, Minneapolis, MN Courses taken

include:

- 3D animation and VFX
- Script Writing
- Audio Production
- 2D Design
- Production
- Post production

Publications

- **Maxon** published case study on my animated short, Two Worlds
- <https://www.maxon.net/en/news/case-studies/architecture/article/planetary-encounters/>
- **CGSociety** published a case study on Two Worlds_ <http://www.cgsociety.org/news/article/827/two-worlds>
- **RebusFarm** published a case study on Two Worlds_ <https://www.rebusfarm.net/en/blog/2192-making-two-worlds>
- Two Worlds featured in **3D World Magazine**, issue 197 August 2015
- **AdFed** silver award for best 3D/VFX for Splice Holiday project 2011 – **VIMEO staffpick** <https://vimeo.com/33971928>
- **Maxon's** Artist spotlight for SpliceHoliday project 2011
- **Cinema 4D: The Artist Project Sourcebook**, 2nd Edition Publisher: Focal Press 2007, Page 333, Figure 20-4
- **Maxon's Cinema 4D** Annual Calendar, 2009: Illustrated print "Appendage."

Awards and Nominations

- Winner, Best animated short film, Short Film Sharer 2015 – Two Worlds
- Official Selection, San Jose International Short Film Festival 2015 - Two Worlds
- Official Selection, MSPIFF 2015 – Two Worlds
- Best of 2015, Midwest Sci Fi Film Festival 2015 – Two Worlds
- Official Selection, Illinois International Film Festival 2015 – Two Worlds
- Official Selection, Blue Plum Film Festival 2015 – Two Worlds
- Official Selection, The World Animation Celebration 2015 – Two Worlds
- Special Mention, Marbella Film Festival 2015 - Two Worlds
- Winner, Reel 13 Film Festival 2015 – Two Worlds