LARRY RUPPEL
CHARACTER ANIMATION

CG & Traditional 2D
Maya / Softimage XSI

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PRODUCTION CREDITS

FILM:

Bob & Bobette: The Texas Rangers (2009)
Head of Animation, CG Feature Film — **Lux Animation (Belgium/Luxembourg)**

Chicago 10 (2007)
Senior Character Animator — **Asterisk Animation**

SUBA (2005)
CG Supervising Character Animator — **CG Short / Jellyfish Pictures (London, UK)**

Portrait of Picasso as a Young Man (2003)
CG Animator, Director, Story and Character Design — **CG Short / Click 3X**

Invasion of the Bunny Snatchers (1992)
Senior Character Animator — **Warner Bros. Animation**

(blooper) Bunny! (1991)
Senior Character Animator — **Warner Bros. Animation**

DuckTales: The Movie-Treasure of the Lost Lamp (1990)
Animator, Assistant Animation — **Walt Disney Feature Animation (France)**

TELEVISION AND COMMERCIAL:

Various Commercials – AT&T, UPS, Fanta, Etc. (2010)
CG Character Animator, Previz/Layout — **Psyop**

Sephora/TokiDoki Character Commercial (2010)
CG Lead Character Animator — **The Molecule**

The Buddha (2010)
Senior Animator, PBS TV — **Asterisk Animation**

Spiderman 3 Toy Campaign (2007)
CG Character Animator — **Mechanism Digital**

The Story of 1 (2006)
CG Character Animator — **BBC TV / Jellyfish Pictures (London, UK)**

The Rosie O'Donnell Show (1998-2000)
Lead Animator; Opening Titles — **ABC Television / Magnet Pictures**

Numerous Commercials / Campaigns
Featuring classic Disney characters (1988-1998)
Director, Animator and Producer — **Walt Disney Productions / Creative Services**

Bugs Bunny's Lunar Tunes (1993)
Senior Character Animator — **Warner Bros. Animation**

OTHER CREDITS:

Featured Conference Speaker (2009)
Animated Features: Case Studies – Behind the Scenes / Animating Bob and Bobette
Annecy International Animation Festival (France)

Guest Speaker (2000-present)
Annually invited by John Canemaker, Director of the Animation Program,
to teach in his Advanced Character Animation class — **New York University**

Featured Guest Speaker (2007)
Traditional Animation Techniques & Principles applied to CG Character Animation
2007 Lyon Game Developers Conference (France)

Interactive Museum Exhibit (2002-present)
Commissioned to create an exhibit for the permanent collection,
demonstrating the art of animation — **American Museum of the Moving Image**