

# LARRY RUPPEL

## CHARACTER ANIMATION

E-mail: [LarryAnimation@gmail.com](mailto:LarryAnimation@gmail.com)

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CG & Traditional 2D  
Maya / Softimage XSI

Mobile in US: +1 516 375 9212

### 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

**(bloopers) 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 Commercial Projects – AT&T, UPS, Fanta, Etc. (2010/2011)**

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