

LARRY RUPPEL

CHARACTER ANIMATION

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CG & Traditional 2D
Autodesk Maya

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Professional Profile

CG & VFX Animation Supervisor / Senior Character Animator with a background in traditional 2D animation (Walt Disney Co. and Warner Bros), in addition to extensive European film production experience.

- > **Head of CG Character Animation** for the theatrical feature **Bob & Bobette: The Texas Rangers-LuxAnimation** (Belgium/Luxembourg).
- > **Animation Director** on numerous commercial and promotional campaigns: **Walt Disney Company** (USA); 2015 educational animated short for **University of Cambridge** (UK).
- > **Traditional Character Animator: Walt Disney Feature Animation** (France); **Warner Brothers Animation** (USA).
- > **Featured Conference Speaker & Guest Lecturer** at various venues, including the **Annecy International Animation Festival** (France), **New York University & SVA** (NYC), and **Game Developer's Conference** (Lyon).

Production Credit Highlights

Framestore

2017 - 2018 – NYC

CG Character Animator

Senior Animator for immersive 3D theme- park ride **Pearl Quest**.
2019 VES Award nominee - Outstanding Visual Effects in a Special Venue Project.

Goodbye Kansas

2017 - Stockholm, Sweden

CG VFX Character Animator

Animated multi projects plus VFX for feature **Along with the Gods: The Two Worlds**.

The Molecule

2013 - 2018 - NYC

CG VFX Character Animator

Created photo-realistic VFX creature/character animation for feature films and TV series including **Unbreakable Kimmy Schmidt**, **A Walk Among the Tombstones**, **Happyish**, **Money Monster**, **Elementary**, **Conan O'Brien VR for ComicCon**.

Oliver Conrad Studio

2016 – Zurich, Switzerland

CG Lead Character Animator

Created unique multi-dimensional animation for **UBS** (Union Bank of Switzerland)'s outdoor building projection mapping for Christmas public holiday celebration.

Eyeball Digital

2015 - NYC

CG VFX Character Animator

Created VFX hero creature animation for short promo film **Hyundai "Designed by Life"**.

Panda Panther

2012 – NYC

CG Supervisor / Lead Character Animator

Lead Supervising Animator for cinematic scenes **Skylanders : Giants** video game for Activision.

Blue Man Group

2012 – NYC

CG Character Animator

Created character performance for robots in live theatrical **Blue Man** stage performance currently playing in Las Vegas.

Psyop

2010 - 2013 – NYC

CG Character Animator / Previs Artist

AT&T "Whole New World" 3D stereoscopic spot, also CG spots for **Jim Beam**, **UPS**, **Fanta**, and numerous commercial clients.

LuxAnimation

2007 - 2009 – Belgium/Lux

CG Lead Supervisor / Head of Feature Animation

Assembled and mentored animation team, supervised all character animation for the CG feature **Bob & Bobette: The Texas Rangers**, released in cinemas throughout Europe and worldwide 2009-2011.

BBC/Jellyfish Pictures

2009 – London, UK

2D Animation Director / Art Director

Created hand-drawn animation for title sequence of **Last Chance to See** BBC TV wildlife documentary series presented by Stephen Fry.

Asterisk Animation

2007 - 2010 – NYC

2D Character Animator

Senior Animator for hand-drawn sequences on **Chicago 10** theatrical documentary feature directed by Brett Morgen.
Senior Animator for hand-drawn sequence on **The Buddha** for **PBS TV**.

Jellyfish Pictures

2005 - 2006 – London, UK

CG / VFX Supervising Character Animator

Animated several projects including award-winning musical short **SUBA** and BBC TV educational special **The Story of 1**.