

Mary Sheridan

For PREVIS ROLE consideration, thank you

Website: Vis Dev, Previs Dev, matte painting and concept art reel : www.maryjsheridan.com

Website: 2D Digital & Traditional FX Animation : www.maryjsheridananimation.com

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RECENT EMPLOYMENT

DUNCAN STUDIOS, LOS ANGELES Dec 2022- July 2024

2D FX Animator, FX Lighting Designer

Organic FX animator, and lighting matte designer for anime, 2D live action and animation hybrid production, using Toon Boom Harmony. Production working title : **Satomi**

TONIC DNA, Montreal Sept 2021- Sept 2022

2D FX Lighting Supervisor, Previs Design and Previs Director for Lighting and Color Design

on Walt Disney Animation Studio's feature **Disenchanted**, release date Fall 2022. Using ToonBoom Harmony software and Photoshop. Designing tones/lighting levels for all animated sequences. Customizing lighting palettes for time of day and visual effects to reflect color scripts, mood panels and key BG's provided by the Art Director. Supervising vendor studios and streamlining in house artists in lighting mattes animation with technical and instructional mentoring

WAG Warner Animation Group Nov 2019-July 2021

Digital 2D FX Supervisor, Previs FX designer, Lighting and Color Supervising Designer Toon Boom Harmony and Photoshop on SJ2 A NEW LEGACY

Creating key previs designs in Photoshop and test animating key shots for 2D animated sequences to match live action style and genres all created in Toon Boom Harmony. Supervising FX previs , FX colour and styling development, lighting design and organic fx design, dry brush fx for all animated sequences. Directing vendor shots and approving scenes. Working with the art director, animation director and Nuke compositors to style 2D animation over live action plates.

FILM ROMAN Feb 2019- Aug 2019

Visual development, Previs and Key Background Paint Artist

- Creating concept art and environment sketches in Photoshop and Toon Boom Harmony. Developing look and style of show with an emphasis on technical direction for hybrid animation. Creating color key art for mood and lighting. Creating final background paintings for use in animation and promotional publication.

Exceptional Minds Visual Effects Studio Aug 2018-Aug 2019

Visual and Technical Art Director/Designer/ Harmony Supervisor

- Duties : Directing a team of artists in computer animation and digital arts with a focus on producing animated content for movie, tv and advertising clients, using Toon Boom Harmony, Modo and Photoshop.

- Reviewing storyboards and character design, generating previsual development materials for production use.
- Creating environment, concept designs and key background paintings
- Liaising with client, director and supervisors to achieve look of the show and overseeing workflow to ensure production requirements are met.

ROLE : Toon Boom Harmony 17 Instructor

Training and instruction via class demo and informational sheets. Setting tasks and meeting challenges to complete tasks successfully and train artists in Toon Boom Harmony in order to achieve career goals and work placement within studios in the film and entertainment industry.

Walt Disney Animation/Duncan Studios Aug 2017-May 2018

Fx animator and designer : Toon Boom Harmony, Photoshop and traditional hand drawn animation

Walt Disney Animation Studios feature Mary Poppins Returns

- CREDIT: **Mary Poppins Returns**

Cartoon Network Studios, Burbank 2014-2018

Digital design and model revisionist : producing revised character, props and effects design using Photoshop for vis dev and art dept model sheets.

- CREDIT : **We Bare Bears**

Duck Studios & Walt Disney Co. 2012-2014

Hand drawn effects animation. Character & prop key cleanup.

- CREDIT : "Smurfs, The Legend of Smurfy Hollow", Sony Pictures Animation. "Timon & Pumbaa" The Walt Disney Company

Don Bluth Films 2008-2014

Pre Production supervising artistic director

- **ROLE** : Senior Artist, managing a team of artists, producing color style keys for background and character for both studio team and overseas, lighting effects designs and animation design keys, character key cleanup and model sheets, , prop design and effects design.
- CREDIT : **DRAGONS LAIR**

Universal Pictures 2006-2008

Supervising Effects Animator, Prop designer, Lighting and Colour Stylist

- CREDIT : **CURIOUS GEORGE**

Klasky Csupo 2003-2005

ROLE : Effects Designer & animator, Prop Designer, Lighting and Colour stylist

- **Duties** : managing a team of artists, designing color and lighting guides, designing effects and creating effects keys for lighting mattes, setting deadlines and defining weekly footage requirements for MTV animated shorts, THE KEEBLER Co. television commercials, CHUCKECHEESE animated and live action commercials and BRATZ animated commercials.

DreamWorks Feature Animation SKG 1997-2003

ROLE : Effects Animator

Duties : responsible for delegating and maintaining a rapid workflow for a team of effects artists, from key design to finished scene. Working with the production coordinator to set up dailies and to determine large footage requirements for meeting the weekly quotas set up by the Effects supervisor and producer on three animated features

Credit : THE ROAD TO ELDORADO, SPIRIT Stallion of the Cimarron, SINBAD Legend of the Seven Seas.

Nickelodeon, Burbank 1997-1998

ROLE : Assistant Visual Development

Director : Mike Smith.

Duties : Responsibilities included storyboard revision, color and lighting thumbnails for Background, Character, prop design and effects design

Warner Bros. Feature Animation Studios 1995-1997

ROLE : Effects Animator

Duties : . Responsible for effects animation and design as determined by the supervisor and art director. Determining team requirements and managing a team of key and in-between artists to achieve department footage goals.

Credit : Space Jam, Iron Giant & Osmosis Jones

Amblimation, Universal Studios England 1994-1995

ROLE : Effects Animator

Credits : American Tail II and Balto

EDUCATION and SKILLS

SKILLS : Toon Boom Harmony; Photoshop CC ; Maya ; Modo; Procreate

University of Technology, Parnell Sq., Dublin, Ireland

- **Level : Bachelor degree in Visual Communications Design**
- **Majors : Graphic Design, illustration, photography and animation.**

LAAFA, North Hollywood, California

- **Level : Certificate in MODO, Foundry 3D software 2018**
- **Intro through Advanced level 2, Instructor Mario Morales, Disney Imagineering**

CGMA Computer Graphics Master Academy, Los Angeles

4 year syllabus 2014-2018

Matte painting, Concept art and Environment Design, using Photoshop and Modo 3D :

- ***Certificate in Digital Painting***; course includes Film Composition, staging and lighting ; Material Rendering ; Digital Painting ; Layout value studies ; Layout color studies ; Background painting ; instructor Gilles Beloeil

- ***Certificate in the Art of Color and Light.*** Producing color style guides and lighting and staging designs for animation production.
- ***Certificate in Environmental Design Foundation; Environmental Design 1; Environmental Design Advanced 2; Matte Painting*** for Visual Development and conceptual design. Creating visual content through environment design; creating color keys and lighting guides; prop design; effects and texture digital paint. Instructors; Kalen Chock, Aaron Limonick and Eric Bouffard

Gnomon School of 3D Animation & Digital Arts, Los Angeles 2003

- Art of compositing with Shake I & II certificate; Intro to 3D with Alias Wave Front Maya certificate; Lighting in Maya I & II certificate

REFERENCES

**Mauro Maressa ; Efx Supervisor on Mary Poppins Returns Walt Disney
Feature Animation #661 755 8570**

Kathleen Thorpe; Producer Film Roman #818 422 3724