

Michael Schulz . Character Animator

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Education

Animation Graduate (2011)
Focus on Character Animation

Filmakademie Baden-Württemberg, Ludwigsburg

Diplom-Designer (FH) (2005)
Master of Arts (M.A.)
Thesis topic:
Character Development for Virtual Actors
Grade: „very good“ (1,5)

Merz Akademie University of Applied Art Stuttgart

Professional Work (excerpts):

Manou the Swift (upcoming Feature)
LUXX Studios, Stuttgart
Character Animator (3ds max)
ongoing

Independence Day: Resurgence (Feature)
LUXX Studios, Stuttgart
Animator (3ds max)
2015

White House Down (Feature)
LUXX Studios, Stuttgart
Animator (3ds max)
2013

Ritter Rost (Feature)
M.A.R.K.13, Stuttgart
Character Animator (Maya)
2011/2012

The Gruffalo's Child (BBC Christmas Special)
Studio Soi, Ludwigsburg
Character Animator (Maya)
2011

Teaching

Entry level Character Animation course
Merz Akademie University of Applied Arts Stuttgart
Winter semester 2011

Attended Workshops

Acting for Animators (Ed Hooks)
Character Animation (Florian Wagner, Disney)
Video Tutorial Animation Training (Keith Lango)
Life Drawing (Niall Laverty)
Acting Improvisation (Dörthe Eickelberg)

My own short films

Next One (2008), Puppet Animation
Co-Director, Animator, Modelmaking, Camera
screened at Monstra Animation Festival, Lissabon, 2010

Kunst kommt von Loslassen können (2007), Puppet Animation
Director, Animator, Modelmaking, Camera
Awarded „Valuable“ mention, FBW (Filmbewertungsstelle) Wiesbaden