

# 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