

Hock Lian Law

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Qualifications

Highly experienced in general 2D and 3D special effects animation. Traditional and computer graphic designer for props animation, crowd animation, particle effects, layout camera, and compositing. Skilled at using proprietary software, Maya, After Effects, and Photoshop.

Work History

VFX artist THQ/Heavy Iron Studios, Los Angeles | 2008-2009

Created assets and hooked up VFX for game levels and cinematic, specifically for Wii and 360. Worked on Disney Pixar's *UP The Video Game* and *SpongeBob Truth or Square* game for Wii and 360.

Personal project-PC Computer game | 2007 | 2008

Programmed and originally designed a six level sports game using Game Maker.

Freelance work for Los Angeles Metro | 2007 | 2008

Work included polygon modeling.

Generalist & CG Layout for *The Simpsons Movie* | 2006-2007

Job skills included 2D & 3D props, modeling, layout, animation, compositing and rendering.

Traditional Effects animator for *Nocturna* | 2007

2D traditional effects work.

Previs artist for *Eragon* | 2006

Props animation for *Astronaut Farmer* | 2006

Worked with live-action plate. Animation rocket and capsule for live-action computer.

2D and 3D animation artist for *Curious George Productions* | 2005 -2006

Job skills included 2D & 3D props, and layout animation, camera moves, 2D camera projecting for parallax effects, modeling, and After Effects compositing.

2D / 3D CG Artist Disney TV Animation | 2001-2005

2D and CG animation for Direct to Video Movies included *Tarzan 2 & 3*, *Musketeers*, *Lido & Stich 2*, *Lion King 2*, *Cinderella 2*, *Pooh Movie*, *Fox and Hound*, *Lloyd in Space*, *Atlantis*, *Heffalump*, *Mulan 2*, and *Jungle Books*.

Effects Animator, Dreamworks | 1995-2001

Effects animator for *Prince of Egypt*, *El Dorado*, and *Spirit*. Responsible for consistency in animation design throughout given sequences. Helped to co-ordinate with clean-up production, in between key-assistants, checking department, and ink and paint department.

Effects Animator, Amblimation, London | 1991-1994

Effects animator for motion picture films including *Balto*, *We're Back*, and *Fievel Goes West*. Responsible for consistency in animation design throughout given sequences. Helped to co-ordinate with clean-up production, in between key-assistants, checking department, and ink and paint department.

Effects Animator, Disney, London | 1989-1991

Effects animator in *Duck Tales the Movie* and *Winnie the Pooh*. Effects included organic and tone effects,

airbrushing, and camera works.

Medi-Cine Production, London | 1979-1989

Effects animator for medical diagram animated films. Responsibilities included storyboard, layout, background painting, diagram design, effects animation, clean-up animation, cel painting, and camera works.

Education

Graphic Design and Visual Communication | 1976-1979

Bolton College of Art and Design, England

Fine Arts/Graphic Design | 1973-1975

Nanyang Academy of Fine Arts, Singapore.