

Hock Lian Law

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Qualifications

Highly experienced in traditional hand drawn style like special effects animation. Subjects of effects included all kinds of smokes, dusts, steams, waters, waterfalls, splashes, ripples, rains, mud, syrups, bloods, sparks, lightning, fires, explosions, magical phenomena, cast shadows, character's tones, debris, cracks, shatters and props. All effects animation can either drawn on traditional papers or computer's tablet upon request.

Also savvy in computer graphic for props animation, crowd animation, particle effects, layout camera, and compositing.

Software use are Maya, After Effects, Toon Boom Animator, Dreamweaver, Adobe Premiere, Flash and Photoshop.

Work History

Freelance special effects for McDonald commercial, Duck Soup Studios | 2012

2D traditional effects work.

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.