Andy Tanguay.com

Motion Graphics Artist and 3D/VFX Animation Generalist

Experienced Motion Graphics and CG Generalist with over twenty years of practical experience designing and delivering content for all mediums – feature film, broadcast television, interactive, and live show space.

Full and comprehensive visual content skill set - design, modeling, texturing, rigging, animation, motion graphics, rendering, final compositing, and editing. Specializations include advanced data handling, team leading, pipeline design and utilization, and technical implementation of CG content for online projects.

2017 Mini Show Reel https://vimeo.com/190011894

EXPERIENCE

Freelance Motion Graphics Artist and CG Generalist   2012 –

Specializing in end-to-end, full scale CG and motion graphics design and production for industries such as broadcast, interactive, live event, and feature film.

Notable Clients Include:

Warner Brothers Pictures	Bosch America	Twentieth Century Fox
Universal Pictures	Sony	Dreamworks SKG
Audi of America	General Motors	Microsoft
Autodesk	Domino's	Ford
Nike	Walt Disney Co	Kraft Foods

CG Supervisor – Speedshape (Southfield, MI) 2010 – 2012

Responsible for planning, guiding, and delivering projects to clients on time and on budget.

- Led teams of various sizes through projects.
- Formulated bids with sales and production personnel. Feature film script VFX breakdown and cost estimation.
- Worked with clients to translate their requirements, needs, and vision into a realistic production.Created storyboards and animatics to convey production intent.
- Developed internal production plans. Prioritized, and assigned tasks to artists. Scheduled tight deadline projects.
- Led teams through all aspects of CG and VFX production - Previz, Modeling, Texturing, Animation, Lighting, Compositing and Color Correction. Communicated client's vision and requirements to artists on production.
- Determined technical approaches to CG and VFX challenges and personally completed challenging technical and artistic aspects of CG productions.
- Ensure quality and timely final delivery to client.

Computer Graphics Director – Enlighten (Ann Arbor, MI) 1997 – 2007

- Responsible for design and production of all computer generated content utilized in online and offline interactive projects.
- Created concepts and storyboards, produced computer generated content for clients such as Autodesk, Hunter-Douglas, and Audi of America.

Specializations / Unique Skills

Pipeline planning/implementation
High dynamic range image (HDRI) gathering/usage
Stereoscopic and immersive animation - Dome and interleaved video
Background in traditional video production
Image based modeling
Storyboard ideation and creation
3D model data translation and optimization
Studio and location based photography

Base Software Set

Adobe **After Effects**/CC
Cinema 4D 18 w/Corona and Arnold
Autodesk 3D Studio **Max** 2019 w/Vray and Corona - (animation, final output)
Luxology Modo 902 (subdivision surface modeling)
Rhinoceros 5.0 (hard body modeling)
Adobe **Photoshop** CC (texture creation/still image manipulation)
Pixel Farm PFtrack 2012 (match moving)
Adobe **After Effects** (motion graphics and basic compositing)
Nuke 9.0 (compositing)
Adobe **Premiere** CC (video editing)
Davinci Resolve (color correction and editing)

Instruction Experience

3D Animation Instructor – College for Creative Studies   1998 – 2000

Created introductory through advanced curriculum to teach practical usage
of 3DS Max in a production environment.

Character Animation Guest Lecturer – University of Michigan   1999

Guest lecturer for series on practical usage of 3D Studio Max
'Character Studio' plugin suite for human kinematic research.

Contact Information

Andy Tanguay
andy.tanguay@gmail.com
734.277.3514
http://www.imdb.com/name/nm1356705/
https://vimeo.com/190011894