

Frank Forrestall

ANIMATION, MOTION GRAPHICS & VISUAL EFFECTS SPECIALIST

3 Albert Street, Dartmouth, Nova Scotia

www.frankforrestall.com

neverville@hotmail.com

(902) 476-3006

Highlights:

Extensive experience in all areas of Digital Media Production as well as Digital Art, Design, Animation, Narrative Arts and Visual Effects.

Work commissioned by DreamWorks SKG, CTV National, National Geographics, TeleToon.

Skills include PhotoShop Mastery, 3D Animation (3D Studio MAX), Flash Animation,

Compositing Visual Effects, Scenic Painting and Video Editing.

Work Experience

November 2016 to December 2017

Lead Compositor

If you Give a Mouse a Cookie (animated series) Copernicus Animation Studio

January 2011 to present **Forrestall Studio Inc. - Dartmouth, NS**

Visual Effects/Motion Graphics Artist

- **Mr. D Season 7** (series) various Digital Visual Effects.
- **Mabel** (short documentary) created animated montage for documentary produced by National Film Board of Canada.

Game Concept Artist

- **Occupy Human** (Sci-fi/Horror themed game) created Game Style Guide including Creature, Character and Environment Concept Sketches to illustrate game concepts produced by Punk Science game studio.

Visual Effects Supervisor

- **North Mountain** (feature film) rig removal, gun flare effects, additional visual effects for feature film produced by Kingsberg Studios.

Visual Effects/Motion Graphics Artist

- **The Singing Lumberjack** (short documentary) created animated montage for documentary produced by National Film Board of Canada.

Producer/Director

- **Tom Forrestall: A Car for All Seasons** (short documentary) Produced/Directed short documentary in conjunction with Mercedes-Benz Canada.

Visual Effects Designer

- **Fanarchy** (Feature-Documentary) (visual effects designer) On contract with Producer (Ruby Tree Films) designed and produced title sequence and animated sequences for television broadcast.
- **Super Human Science** (Documentary Series) (visual effects artist – 9 episodes) On contract with Producer (Story House Productions) designed and produced various animated sequences for television broadcast.

Visual Effects Creative Director

- **Bannockburn: 1314** (Feature-Length Documentary) On contract with Producer Arcadia Entertainment

Freelance Artist and Visual Effects Designer

- **I Prophecy** (TV series) (visual effects designer – 3 episodes) On contract with Producer (Ruby Tree Films) designed and produced various animated sequences for television broadcast.
- **Forensic Firsts Season 2** (TV series) (visual effects artist – 7 episodes) On contract with Producer (Storyhouse Productions) designed and produced various animated sequences for television broadcast.
- **Nightmare Factory** (TV documentary) On contract with Producer (Ruby Tree Films) designed and produced various animated sequences for television broadcast.

- **Forensic Firsts Season 1** (TV Series) (visual effects artist – 2 episodes) On contract with Producer (Storyhouse Productions) designed and produced various animated sequences for television broadcast.

Producer/Director

- **JackenJill** (short film) VFX heavy 22min film featured in international festivals.

Story Board Artist, Concept Artist, Character and Environment Art

- **Gem Trolls** (game) on contract with game development company (Silverback Games)
- **White Calf** (game)
- **Haven** (TV series) (storyboard artist – 1 episode)
- 3D Assets and Visualization: Architectural Rendering
- Commissioned Artwork for private collections

October 2010 to January 2011 **Forrestall Studio Inc. - Dartmouth, NS**

Producer/Director

- Produced, Shot and Edited the documentary **Tom Forrestall: 35 Days in Israel** Traveled to location in Israel and shot documentary in full HD.

March 2010 to October 2010 **Moby Dick Productions - Halifax, NS**

Visual Effects Artist and Matte Painter

- Created Digital Visual Effects for broadcast mini-series
- Created photo-realistic Matte Paintings for background

January 2008 to January 2010 **Forrestall Studio Inc. - Dartmouth, NS**

Narrative Design, Concept Art, Illustration and Visual Effects Artist

- Development of storyline and narrative content for video games
- Responsible for the Creation Illustration and Concept Art for video games and original television properties.
- Illustration for advertising campaigns

September 2004 to November 2007 **Power Post Production - Halifax, NS**

3D Animator/Visual Effects Artist

- Responsible for the Creation of Digital Visual Effects and 3D Animated Sequences for Broadcast (**Body of Knowledge, Trudeau II**)
- Rig Removal and Visual Effects (**Lunar Jim, Poko**)

May to August 2004 **Bristol Group Halifax, NS**

Multimedia Producer

- Responsible for the Production of Internet Applications for clients
- Responsible for animation and visual effects for TV broadcast advertisements

October 2001 to April 2004 **Ghostship Studios - Halifax, NS**

Producer/Director

- Managed the creation of 3D Animation Elements for **Sea Hunters** Documentary TV Series.
- Produced **shipwreckcentral.com** internet property with Eco-Nova Productions.
- Produced and Directed 1hour animated TV special **Fairy Folio: A Field Guide to the Faerie** in conjunction with CTV, NSFDC and TeleFilm Canada.

August to October 2001 **Blackfly II - Halifax, NS**

2nd Assistant Art Director

- Creation of graphics and paper props.
- Helped manage the creation of props, builds and set decoration.

April to July 2001 **A Town Without Christmas - Halifax, NS**

3rd Assistant Art Director

- Graphic Design
- Creation of Paper Props

- Design for various woodshop builds

February 2001 **My Little Eye - Halifax, NS**

Scenic Painter

- Scenic painting (aging and texturing movie sets etc.)

August 1999 to December 2000 **RDASudio Inc. - Halifax, NS**

President/Creative Director

- Founded company to create original animated content for the Internet.
- Created/Produced Flash Animation Series **Tales of Irth** commissioned by DreamWorks SKG.
- Created/Developed property **Neverville** in conjunction with DreamWorks SKG
- Developed animated property **Fat Bald Kid** for TV in conjunction with TeleToon.

February 1997 to September 1999 **Freelance/Self-Employed - Halifax, NS**

Freelance Flash Animator

- Created over 50 Animated greeting cards for Blab.com

August 1998 to January 1999 **Chimaera Productions - Halifax, NS**

Prduction Manager

- Designed and created promotional interactive CD-ROM
- Managed company promotional campaigns

July 1997 to August 1998 **Freelance/Self-Employed - Halifax, NS**

Computer Animation/Visual Effects/Multimedia Freelance

- Video sequence for The Math Dictionary interactive CD from Math Resources, Halifax NS. Involving animation, editing and visual effects.
- Animation and visual effects for television series pilot The Amazing Adventures of the Aftermath Crew from Aftermath Productions and Advantage Productions.
- 18 animated sequences for River Country Interactive Kiosk by NMD Manufacturing. Involved animation, video editing and visual effects.

April to July 1997 **Munin Multimedia Solutions - Halifax, NS**

Animator, Multimedia Trainee

- Computer animation for multimedia products.
- Interface design for multimedia products.
- Completed with excellence training in various aspects of digital video, animation and interactive media.

April '95 to March '96 **Philharmonic Nightclub - Cardiff, Wales UK**

Promotions Manager

- Devised and initiated promotional campaigns which increased weekly sales from £7,000 to £30,000.
- Designed and created promotional material (painted signs and murals, Graphic Design/Advertising for print).

Education

‡**April/May 1999 C.E.E.D. (Center for Entrepreneurship Education and Development) Halifax, NS**

Attended lectures and workshops concerning business planning administration and development. Organizational Strategy Development, Management Strategy development, Marketing Strategy Development and System Strategy Development.

‡**April to July 1997 Munin Multimedia Solutions Halifax, NS**

Trained in the application of various multimedia software packages including Alias/Wavefront Power Animator (UNIX based animation platform), Media 100 (Mac based non-linear digital editing platform) and Adobe Illustrator (graphic design software).

‡**Sept. 96 to Mar. 97. Mackenzie College Halifax, NS**

Trained in the application of software packages 3D Studio MAX (3D Animation), Adobe Photoshop (photographic manipulation) and Adobe Premiere (digital video editing software).

1993-1995 Nova Scotia College of Art & Design Halifax, NS

Areas of study include drawing, painting, photography, video editing, cinematography, printmaking and art history. Skill Sets Television Production