

# Margot Cannon

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## Portfolio

[MargotCannon.com](http://MargotCannon.com)

[LinkedIn](#)

I'm an experienced motion graphics artist with a background in 3D animation and VFX. For the past three years, I've honed a unique skill set combining classic and contemporary art styles into design and animation. I enjoy working alongside teammates to create quality output under tight deadlines.

I'm seeking a motion design/graphics position within a company that is involved in creative design and branding solutions, and that encourages the continued educational advancement of individual artists within the company.

## Experience

### 1/29 Films

#### Motion Designer

Oct 2009 – Aug 2012

#### “Boeing”

[\(View here\)](#)

- Video for internal use: Creating a series of style frames and character sets, storyboarding, creating engaging character animations, tackling client directed changes, ensuring final animation product delivery on time.

#### “McAfee”

- “What’s on your phone?” [\(view here\)](#) I was responsible in part for initial style frames, as well as storyboarding, principal photography and photo manipulation to create assets and all character animation, final motion revisions.
- “Ted – IT Honcho” Web Campaign: [\(view here\)](#) Client requested an overhaul on this project about a year after the original release. I created 6 new scenes and a new character to fit into the trace- back style hand drawn animation of the original. Edited original scenes for timing and script revisions.

#### “Hot Spring Spas”

- “ACE Chalkboard Lesson” [\(view here\)](#) is an explainer video used for spa give away promotion. 4+ minute long animation featuring four animated characters learning about the science behind their hot tub. I was responsible for concepts, storyboards, motion design and character animation.

#### “Kingston Technology”

- SSDNow series: [\(view here\)](#) Three videos. Created storyboards, assets, character animations and final motion fix animation.

- urDrive series: [\(view here\)](#) Two videos. I was responsible for concepts, storyboards, camera/motion design and character animation with accurate lipsync animation.

#### **“Various other clients”**

- Logo and web design wireframes for 1/29 films [\(view logo here\)](#)
- Motion and character animation for Old Navy’s “Vacay Sway Instructional Dance Video” [\(view here\)](#)
- “Poll Roll,” [\(view here\)](#) “End of Year Round Up 2011” [\(view here\)](#) for Ask.com
- Illustration and storyboards for Jounce, GoingOn, Twonky, Pandora, SugarSync, Ticket Derby, United Nations Population Fund, Veribu, University of Wisconsin, AppAds, Choice Logistics, etc.

### Freelance

#### **Illustration & 3D Animation**

Sep 2009 – Current

#### **“MayanBelly.com”**

[\(Client site\)](#)

- Branding and graphic design for massage therapist Rebecca Combs (LMP)

#### **“American Dental Association”**

- Video featuring Ian Ziering as a 3D character.
- Responsible for final look of character; modeling (Maya), hand painted textures.
- Character animation, lipsync, camera animation.

#### **“Around the Benz”**

[\(view promo\)](#)

- 3D character animation (Maya) for upcoming short film produced by Gutsy Girls Productions and directed by Keith English. Credited as Animation Lead.

#### **“Logo design for various”**

- Wicked Grounds Café [\(client site\)](#)
- My Folk Songbook (blog and podcast) [\(client site\)](#)

### Academy of Art University

#### **ARC tutor for digital arts**

May 2008 – Dec 2010

#### **“Maya”**

- Basic techniques for beginners; modeling, texturing, simple

character rigging, lighting and rendering.

- Advanced character animation at undergraduate and graduate levels.

#### **“Photoshop and After Effects”**

- Photoshop techniques for beginning VFX artists. Painting, photo manipulation, industry standard best practices.
- After Effects for VFX, motion animators and graphic designers.

## **Technical Skills**

- Vector illustration in Illustrator
- Graphic design for print and web
- Motion Design in After Effects, Cinema 4D
- Modeling, surfacing, rigging, lighting, rendering in Maya
- Texturing in Photoshop
- Hand drawn illustration, sketching skills
- Layout for print utilizing InDesign, Illustrator
- Presentation creation using Power Point, After Effects
- Video editing in After Effects, Final Cut Pro
- Concept motion (UI) in After Effects
- Detailed storyboarding
- PC and MAC fluent
- Communication of ideas through initial sketches, refined sketches, illustrations and written direction

## **Education**

### **[Academy of Art University \(AAU\)](#)**

(San Francisco, 2002 - 2008)

- BFA in Visual Effects & Computer Animation