

RESUME

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Ivo GRIGULL – CHARACTER RIGGER / ANIMATOR

HANNOVER / GERMANY

- OBJECTIVE** PREFERABLY WORK IN CARTOON-STYLE PROJECTS AS A CHARACTER RIGGER OR ANIMATOR AND GROW AS AN ARTIST.
- SUMMARY** STARTED AS AUTODIDACT IN 2001 AND HAVE BEEN ANIMATING ON FOUR DIFFERENT ANIMATED FEATURE FILMS SINCE, AND BEEN RIGGING ON ANOTHER ONE TOO.
- EDUCATION** G18 WILHELMSBURG (GERMANY) TECHNICAL ASSISTANT FOR COMPUTER SCIENCE 1999.

bad karma

FINISHED MY SHORT FILM 'BAD KARMA', USING HASH'S ANIMATION MASTER SOFTWARE. I WAS INSPIRED BY JEFF LEW'S 'KILLER BEAN 2' AND VICTOR NAVONE'S 'ALIEN SONG' AT THAT TIME, THEY BOTH USED THIS SOFTWARE FOR THEIR ANIMATIONS.

2000-2001



WORKED AS A CHARACTER ANIMATOR ON GERMANY'S FIRST FULLY ANIMATED FEATURE FILM 'BACK TO GAYA'. PRODUCED AT AMBIENT ENTERTAINMENT, USED SOFTWARE: MAYA

2001-2004



I WAS INVITED TO WORK AT OMATION STUDIOS IN CALIFORNIA AS AN ANIMATOR FOR THE ANIMATED MOVIE 'BARNYARD - THE ORIGINAL PARTY ANIMALS'. IT WAS REALLY A GREAT PLACE AND FUN PROJECT THAT I AM STILL GREATFUL FOR. SOFTWARE USED: SOFTIMAGE XSI

2004-2005



BACK AT AMBIENT ENTERTAINMENT I WORKED ON ANOTHER ANIMATED MOVIE CALLED 'URMEL VOLL IN FAHRT'. SOFTWARE: MAYA

2006-2008



2008

AFTER MY ATTEMPT TO CREATE THE PERFECT RIG AT HOME (USING XSI), I SEND MY REEL TO THE 'PUMPKIN 3D' IN PARIS AND GOT MY FIRST JOB AS CHARACTER RIGGER THERE, WORKING ON THE MOVIE 'A MONSTER IN PARIS'. UNFORTUNATELY THE PROJECT WAS STOPPED AFTER 4 MONTHS DUE TO FINANCIAL PROBLEMS, AND I RETURNED TO GERMANY AND STARTED USING BLENDER.



2009

I WENT BACK TO AMBIENT ENTERTAINMENT, WORKING ON 'DIE KONFERENZ DER TIERE' ('ANIMALS UNITED'). IT WILL BE RELEASED IN LATE 2010 IN GERMANY.



2009

THE PRODUCTION OF 'A MONSTER IN PARIS' WAS CONTINUED, NOW BY THE COMPANY 'EUROPACORP'. ME AND MY GIRLFRIEND MARIEKE WENT TO PARIS AGAIN, TO HELP OUT. I RIGGED LOTS OF SECONDARY CHARACTERS AND WROTE SOME RIGGING-SCRIPTS (JSCRIPT, SOFTIMAGE XSI).

(CLICK ON A LOGO TO VIEW THE PROJECT'S WEBSITE)