

Felix Benning

Character/Creature Animator

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Objective

I'm an animator with a strong passion for all things related to character and creature driven performances. Being a strong team-player and contributing my skills to achieve the best possible outcome for a project is my main objective. Constantly educating myself is vital for me, so being part of a team of likeminded people keeps me motivated and inspires me day by day. I have a strong eye for detail and a profound understanding of animation principles.

Work experience

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|-----------------|---|
| Currently | Freelance Senior Animator, Giant Animation ,
Dublin, Ireland
- TV short film |
| 2019 - May 2020 | 3D Animator, MPC Film , London, UK
- various feature and episodic VFX projects |
| 2016 - 2018 | 3D Animator, unexpected GmbH , Stuttgart, Germany
- Commercials |

Education

- | | |
|------|---|
| 2018 | Animsquad Expert Workshop
Mentor: Marlon Nowe |
| 2016 | Bournemouth University, UK
3D Computer Animation, Master of Arts |
| 2015 | Offenburg University, Germany
media design and production, Bachelor of Arts |

Skills

- professional experience in creature VFX and stylised animation
- professional experience in working with motion capture data
- experience in working in small and big VFX and animation teams
- experience in working in a fast paced commercial environment
- experience in rigging and understanding of complex rigging concepts
- ability to adapt quickly to changing circumstances