

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 for film and episodic content. Being a strong team-player and contributing my skills to achieve the best possible outcome is key to me. I have a constant need to educate and learn new things, 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- and VFX-principles.

Work experience

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| Currently | Animator, MPC Episodic , London, UK - unannounced project |
| May-Nov 2020 | Senior Animator, Giant Animation , Dublin, Ireland - Zog and the Flying Doctors (Magic Light Pictures) |
| 2019 - May 2020 | Animator, MPC Film , London, UK - various feature and episodic VFX projects |
| 2016 - 2018 | Animator, unexpected GmbH , Stuttgart, Germany - Commercials |

Education

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| 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