

# Anton Tokar

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## EXPERIENCE

FREELANCE ART DIRECTOR and SENIOR CG GENERALIST '04 - PRESENT  
Clients Include: Buck, Stardust, Brand New School, RG/A, Charlex, Digital Kitchen, Imaginary Forces, Absolute Post, Wilderness, Curious Pictures  
Working individually as well as directing small teams to develop commercial projects from storyboard to final delivery.

LEAD CHARACTER SUPERVISOR @ Freerange Animation 2017  
Oversaw a team of 4 artists developing character assets for a web series, with focus on lookdev, pipeline tools and facial animation rigs.

## SELECT WORK

GOOGLE CHROMEBOOK @ Buck  
Worked with a CD to manage a team of 5 artists on a seamless intro to Google's latest netbook.

SAMSUNG @ R/GA  
For the release of Samsung's new 4k curved LCD R Samsung needed to develop a stylish intro for the product's mini site. I worked with a CD to handle project development, design and execution.

CHICAGO 10 @ Curious Pictures  
Modeled principal characters for the animated sequences of the film "Chicago Ten". Developed work flow for rapid creation of secondary characters and wardrobe. Oversaw a team of junior artists in the creation of secondary characters. Worked with Viacom's Optical Motion Capture System in combination with Maya and MotionBuilder to produce over 40 minutes of animation.

## EXHIBITIONS

Exporting Pop: A Western Fantasy, Al-Sabah Gallery, Kuwait City, Kuwait, 2009.  
RoCoCoPoP, Dean Project and Crossing Arts, New York, 2009.  
Gimme Da Loot, Scope Art Fair, Miami 2007

## AWARDS

Clio Gold, Canes Lion, D&AD, ANDY: The Pursuit by Equinox  
Clio Gold: Nike + Fuel Band  
Official Selection, Annecy Animation Festival : TED - What Makes a Hero  
Official Selection, BAC International Film and Video Festival: One short of a Dozen  
Best Foreign Film, Kawasaki Digital Film Festival: One short of a Dozen  
Finalist, Red Stick International Animation Festival: One short of a Dozen  
Finalist, Aarhus Festival of Independent Arts: One short of a Dozen

## EDUCATION

Art Students League  
School of Visual Art, B.F.A (2005)  
Academy for Advancement of Science and Technology (2001)

## TECHNICAL SKILLS

LookDev/FX/Character Animation - Maya, Mudbox, Substance Designer, Quixel Design / Painting - Photoshop, Illustrator  
Texturing / Lighting / Rendering - Redshift, Octane, Vray, Mental Ray, Arnold  
Motion Graphics - After Effects, Trapcode Suite  
Compositing - Nuke, After Effects