

# LILAC BLADE

## 2D RIGGER & ANIMATOR

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## Experience

### **2D rig animator for 'Root'** (Mar, 2021) Savannah College of Art and Design, GA

Character rigging for the short film 'Root'. Added drawings and deformers to 9 2D character rigs. Tested and revised the 2D rigs. Added character elements such as hair and color changes for all the versions of the characters needed for the film.

### **Character rigger & animator for 'Shapes'** (Sep, 2021) Savannah College of Art and Design, GA

Fully rigged a 2D character for the short film 'Trace'. Tested, revised, and reassembled rig to meet the specific needs of each scene. Advised other animators on how to use the rig to its full potential.

### **2D rigger & animator for 'Multiplayer'** (Sep, 2021) Savannah College of Art and Design, GA

Invented a way to create a rig made in a pixel style. Lead rigging team in the creation of 4 pixel styled rigs. Lead team on how to animate pixel rigs in a choppy pixel animation style.

### **2D Master Control rigger for 'Baklava'** (Dec, 2021) Savannah College of Art and Design, GA

Drew in, added deformers, turned around and hooked 'Karen' character up to Master Controller in toon boom.

### **Character rigger for 'Tsomgo'** (Feb, 2022) Savannah College of Art and Design, GA

Fully rigged 2D buffalo character. Added deformers to all views and fully tested and revised rig to be animation ready. Designed a rig layout unique to the needs of a tree rig. Animated the rig in two scenes.

## Skills

### **2D rigging**

Rigging for 2D characters in Toonboom Harmony.

### **2D animation**

Traditional and rig character animation.

## Education

**Animation BFA Savannah College of Art and Design, GA**  
Major in animation, minor in Interactive game design. Course of study focused on 2D Rigging, animation, life drawing, and interactive game design.

## Seeking Positions

### **Earning Animation BFA**

2D Humanoid rigger

2D Rig tester

2D Rig poser