

**Email**georgeantz@gmail.com**Phone**

415. 828. 5391

**Website**www.georgeantz.com**LinkedIn**www.linkedin.com/in/georgeantz

GEORGE ANTZ

Previsualization Supervisor / Artist

Los Angeles, CA

PROFILE.

Experienced animation and visual storytelling professional with over 15 years in the film, television, games, and advertising industries. I've led creative teams, managed complex projects, and brought compelling narratives to life across diverse platforms. I'm also passionate about fostering young talent, offering mentorship and guidance to help individuals develop their skills and realize their full potential.

EDUCATION.

2002 - 2006

MFA - Animation

Academy of Art University

1994 - 1998

BFA - Painting/Art Education

Pratt Institute

EXPERIENCE.

SENIOR LAYOUT ARTIST

As a Senior Layout Artist, I worked closely with directors and animation teams to translate storyboards into fully realized 3D scenes, ensuring that composition, staging, blocking, and camera work aligned with the creative vision. On select productions, I supervised and mentored junior layout artists, offering constructive feedback to maintain continuity throughout the process. I consistently ensured the visual narrative remained cohesive while meeting deadlines, adapting to the unique needs of each production.

CREDITS

- DOOM: THE DARK AGES - *id Software / June 2024 - August 2024*
- THE SMURFS MOVIE - *Paramount Pictures / June 2023 - April 2024*
- THAT CHRISTMAS - *Locksmith Animation / April 2023 - May 2023*
- TMNT: MUTANT MAYHEM - *Paramount Pictures / June 2022 - Match 2023*
- THE TIGER'S APPRENTICE - *Paramount Pictures / December 2021 - May 2022*



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EXPERIENCE CONTINUED.

PREVISUALIZATION SUPERVISOR

As a Previsualization Supervisor, I led creative and technical teams responsible for developing early visual concepts and sequences for feature films, TV shows, video games, and advertising. Collaborating closely with directors, production designers, and VFX supervisors, I transformed storyboards and scripts into 3D animated sequences that helped shape the project's visual language. I supervised previsualization teams to ensure camera angles, composition, timing, and motion were in line with the creative vision while addressing technical constraints. Additionally, I took pride in fostering young talent, providing mentorship and guidance to help develop their skills and grow their potential.

CREDITS

- THE ORVILLE (S3) - *Fuse FX/January 2021 - December 2021*
- AMSTERDAM - *Proof Inc./December 2020 - December 2020*
- ROCKET ARENA TRAILER - *Proof Inc./June 2020 - June 2020*
- FAST 9 - *Proof Inc./December 2018 - March 2020*
- APEX LEGENDS TRAILER - *Proof Inc./October 2018 - November 2018*
- COSMOS: A SPACETIME ODYSSEY (S2) - *Proof Inc./February 2018 - April 2018*
- TERMINATOR: DARK FATE - *Proof Inc./August 2017 - December 2017*
- ESCAPE AT DANNEMORA - *Proof Inc./July 2017 - August 2017*

IN-GAME ANIMATOR / CINEMATICS ANIMATOR

Worked as an animator within the video game industry, creating high-quality in-game animations and cinematic sequences that elevated the storytelling and immersion of various game titles. Collaborated with design, animation, and narrative teams to produce animations that enhanced gameplay dynamics and character performance.

CREDITS

- THE SABOTEUR - *Pandemic Studios/June 2008 - November 2009*
- THE LORD of the RINGS:CONQUEST - *Pandemic Studios/January 2007 - May 2008*



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GEORGE ANTZ

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SKILLS.

Technical

Animation Principles

Strong command of body mechanics, timing, and weight with a keen sense of performance and acting

3D Animation Software

Proficient in Maya, for creating dynamic character/vehicle animation, and previsualization

Editing Software

Skilled in Adobe Premiere Pro, and After Effects for assembling, editing, and enhancing previs sequences

Cinematography Fundamentals

Knowledge of camera angles, shot composition, and lens selection to create visually engaging scenes

Layout and Blocking

Skilled in blocking scenes and setting up layouts that align with the director's vision and storytelling needs

Storyboarding and Animatics

Strong understanding of storyboarding and creating animatics to establish timing, composition, and action

Lighting and Shading

Ability to apply basic lighting and shading techniques to previs scenes for added depth and mood

Virtual Production Tools

Basic knowledge of Unreal Engine for real-time visualization and virtual production techniques

Managerial

Team Leadership

Proven experience in leading and mentoring teams of artists to meet project goals

Creative Direction

Ability to interpret and implement the director's vision, providing clear guidance and feedback to team members

Project Management

Proficient in managing complex schedules, tracking progress, and ensuring timely delivery of previs assets

Cross-Department Collaboration

Skilled in coordinating with multiple departments to maintain continuity and alignment

Problem-Solving

Strong problem-solving skills for addressing creative and technical challenges that arise during production

Client Communication

Experience communicating with clients, directors, and stakeholders to clarify expectations and ensure creative alignment

Quality Control

Ability to maintain high-quality standards in work, ensuring that scenes are visually coherent and technically sound

Adaptability

Flexibility in adjusting previs approaches based on project requirements, client feedback, and schedule constraints