

LOUISE GRIMSHAW

Animation Generalist

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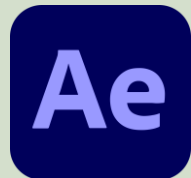
Key Skills

Stop Motion Experience;

- Silicone Casting
- Rig Removal
- Set design / creation
- Costume design / creation

Proficient in;

- Dragon frame
- Toon Boom
- Adobe Suite (Photoshop, AF, Pr)



Project Case Study:
Muffled Existence

My third-year degree major project, combining stop motion set design and digital 2D animated frames into a mixed media film. Focusing on Noah, who explores a new world after falling through his drum kit.





Muffled Existence

This project utilizes laser cut, layered cave walls, spray paint, foam rocks cut and textured with a hot wire polystyrene cutter, as well as hand cut plants and LED lighting using soldering and a programmed Arduino board to control lighting fades.



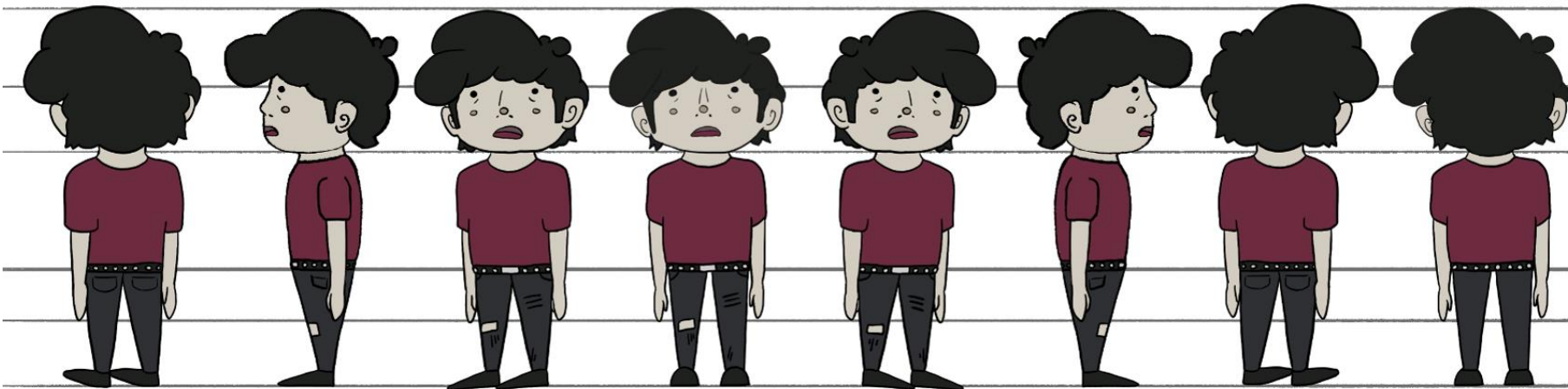


Muffled Existence

The 2D aspects of my hybrid 2D/ stop motion film, created in Toon Boom Harmony and Adobe Photoshop.



Turnaround Noah



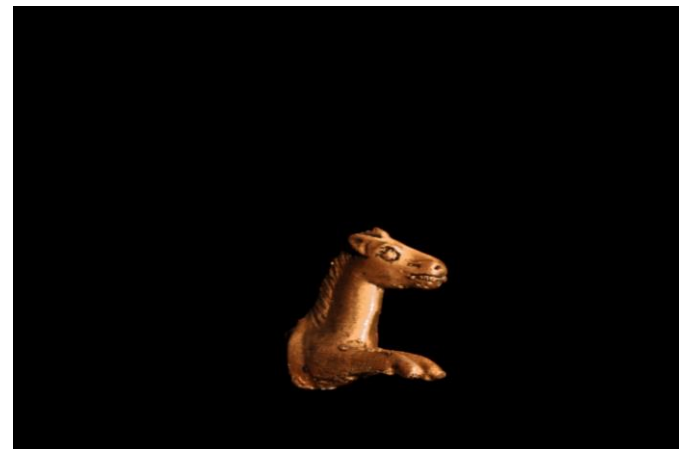
Character Design

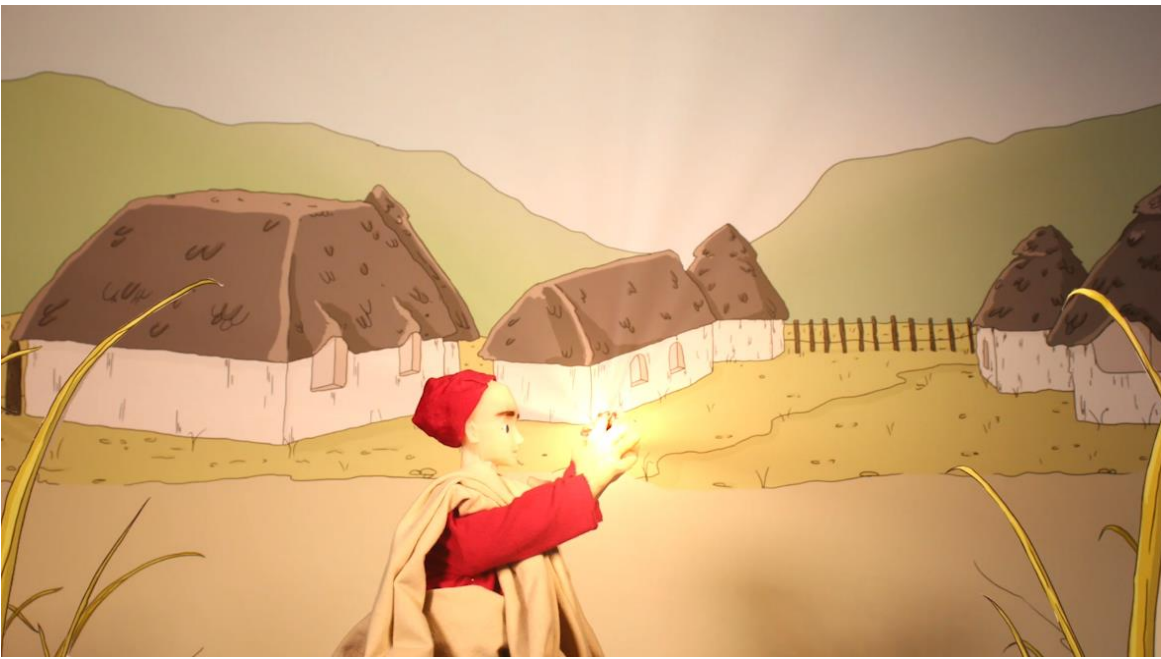
Production model and turnaround for an original character, Noah.



*Client Work : Yorkshire
Museum*

Client work for the Yorkshire museum, for their Spring 2022 exhibition "The Ryedale Hoard". Stop motion film focusing on the potential lives led by the people who owned the artifacts.





Yorkshire Museum

For this project, I focused on the costumes and props as these are clear visual cues to the time-period. This project also used post-production effects with lighting edits and transformations.



2D/Stop
Motion Hybrid project

Stop motion and 2D hybrid animation showing the growth process of a mushroom, 250 individual frames drawn digitally, printed and cut for a practical 3D set.