

PRAVEEN ZACHARIAS

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2D RIGGER

Accomplished 2D Rigger with a master's in Animation (Distinction) from Salford University, specialising in Toon Boom Harmony. Appointed Toon Boom Ambassador in 2023 for outstanding rigging expertise. Experienced in character design analysis, rigging, and enhancing animation workflows using Master Controllers. Led Toon Boom Rigging Workshops and contributed academically at Manchester Metropolitan University. Proven collaborative skills, strong problem-solving acumen, and a commitment to continuous learning. Contributed to award-winning projects with Factory Create and Fourth Wall, demonstrating a blend of creative and technical rigging proficiency. Passionate about creating detailed, efficient animation rigs, combining academic excellence with practical industry experience.

KEY 2D RIGGING SKILLS

Toon Boom Harmony	Character and Complex Prop Rigging	2D Animation Workflow Development
Collaborative Teamwork and Communication	Innovative Visual Storytelling	ShotGrid/FTrack/Google Pipeline
Streamlined Workflow Management	Advanced Problem-Solving Skills	Adobe Photoshop, After Effects, Premiere Pro

SHOWREEL LINK

[SHOWREEL: HTTPS://VIMEO.COM/770480851](https://vimeo.com/770480851)

SELECTED KEY ACHIEVEMENTS/CAREER HIGHLIGHTS

- **Initiated Toon Boom Rigging Workshop:** I developed and led a Toon Boom Rigging Workshop at Salford University during my postgraduate degree. This seven-week workshop improved students' rigging abilities, making them self-sufficient in animation software. Recognition attained as positive feedback and the workshop was integrated into a syllabus at Manchester Metropolitan University, highlighting understanding and capability in the Software.
- **Co-developed Rigging Pipeline at Fourth Wall:** During tenure at Fourth Wall, co-developed an efficient rigging pipeline for MILO, a preschool series on Channel 5 Milkshake. This project required innovative problem-solving for remote production during the COVID-19 pandemic. Standardised naming conventions and node view layouts for character, prop, and FX rigs, significantly enhancing animator navigation and productivity.
- **Featured Speaker at Screenskills' Industry Insight Series:** Speaker in Screenskills' Industry Insight Series, sharing career experiences and expertise. Focused on collaboration within the animation department and the importance of mastering Toon Boom software. Additionally, at Factory Create, I designed innovative rigs for a preschool series, showcasing skills in creating effective animation pipelines and resolving technical rigging challenges.

CAREER SUMMARY

Manchester Metropolitan University Animation Tutor (Part-Time)

September 2023 – December 2023

- Conceptualised and led a comprehensive seven-week 2D Rigging workshop, tailored for Level 5 students; focused on practical rigging techniques and Toon Boom software mastery, aligning with industry-standard practices, and enhancing students' understanding of professional rigging processes.
- Organised weekly classes that delved into Toon Boom fundamentals including practical tasks designed to deepen students' software proficiency. Provided insights into the workings of a 2D Rigging Department, bridging the gap between academic learning and industry expectations.
- Engaged in 1:1 mentorship, offering constructive feedback on students' Toon Boom projects.

Factory Create 2D Rigger (Freelance)

November 2021 – September 2022

Supported production for Factory on Slumberkins for Apple TV+, 36 x 11 episodes

- Designed and rigged 2D incidental characters and props, contributing to the visual storytelling aspect of the preschool series, demonstrating an eye for detail and an understanding of rigging influences on animation.

- Developed cutting-edge rigs for live-action puppets using Toon Boom, employing puppet assets to seamlessly blend live-action with 2D animation, adding Bone Deformers and Master Controllers to make the rigs efficient for puppet-style animation.
- Addressed and resolved complex technical issues within rigs, ensuring a high standard of animation quality; troubleshooting and refining rigs to meet the specific needs of the animation project.
- Worked closely with the Lead Rigger and Production Manager to develop an adaptable rigging and animation pipeline for both in-house and remote working environments.
- Assisted with Motion Tracking within After Effects for live-action puppet footage, creating eyelids and eyebrows.

Fourth Wall:

April 2020 – November 2021

2D Rigger (Contract)

Supported production for Fourth Wall on MILO for Channel 5 Milkshake, 52 x 11-minute episodes

- Collaborated on the development of an efficient rigging pipeline with the Lead Rigger for MILO, a Channel 5 Milkshake preschool series: adapting to remote production demands during the Covid-19 pandemic, ensuring seamless project continuation and high-quality output.
- Standardised rig templates and naming conventions by implementing a systematic approach for all character, prop, and FX rigs; created and saved templated rigs on the server, streamlining scene setup and animation processes. Developed naming conventions to enhance organisation and accessibility for the animation team.
- Created Incidental Characters, Props and FX rigs; drawing substitutions of characters parts; and clean-up drawings of character rigs to deliver to Lead Rigger.
- Assisted in the design of consistent node view layouts for character, prop, and FX rigs to improve animators' ease of navigation within rigs, boosting overall efficiency and productivity in the animation pipeline.
- Consulted with the Art Director on model sheets for design issues, ensuring rig efficiency.
- Conducted quality checks of character and prop rigs to deliver to the Scene Set-Up and Animation Department.

Brown Bag Films UK Limited:

February 2016 - January 2020

2D Renderer (Contract)

Collaborated on Nickelodeon's Nella the Princess Knight, 82x11 minute episodes interstitials of Season 1; 42x11 minute episodes of Season 2; 7 short 2D music interstitials for Disney's Vampirina; 3x44 episode specials for Netflix Magic School Bus Rides Again.

- Rendered 20-30 image sequences of characters, 2D effects and props per day to a pre-determined resolution size appropriate for each shot and exported into assigned episode sub-folders. Conducted quality checks of character rigs and animation issues per episode, liaising with relevant pipeline departments to enable proactive problem solving and minimal detriment to production schedule/budget.
- Collaborated with After Effect Compositors, highlighting render specific elements of characters/props to enable quality frames, supporting the production of rendered images at appropriate size for compositing in After Effects.
- Trained new staff in understanding departmental roles and responsibilities in using Toon Boom Harmony; actively involved in CPD initiatives, including the BBF Mentor Programme and the BBF Observational Study Programme.

QUALIFICATIONS & CONTINUOUS PROFESSIONAL DEVELOPMENT

MA (Taught) Distinction: Animation: 2023 | BA Hons 1st Class: Animation: 2014

ScreenSkills: Toon Boom Technical Direction: February 2024

Toon Boom Ambassador 2023 | Toon Boom Trainer Rigging Course, March 2020

Brown Bag Films Academy: Certified Mentee in 2D Rigging

Brown Bag Films Academy: Time Management/Goal Setting/Professional Communication/Animated Business

OTHER INFORMATION

Technical Competencies: G-Suite; MS Office; Toon Boom Harmony; Adobe Photoshop; Adobe After Effects; ShotGrid

Interests: Wado-Ryu Karate (2nd Kyu Brown Belt); Swimming; Ballroom and Latin Dancing

RECOMMENDATIONS

"Praveen was a renderer on both seasons of Nella The Princess Knight and was consistently proactive and diligent in his approach to work and continued development as a 2D Rigger. As part of the Comp Team, he identified rigging issues that animation had missed, something commendable for an emerging artist. He was an enthusiastic, ambitious, and collaborative team member, supportive of his peers and respectful of the senior talent. I wouldn't hesitate in recommending Praveen to any Animation Producer looking for someone always willing to go the extra mile." Kate Lander, Head of L&D, Brown Bag Films UK.

Praveen Zacharias ✉ pravzac@gmail.com

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