Kenneth Wang
2D Animator

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Software

ToonBoom Harmony   Adobe After Effects   TVPaint
Adobe Animate   Adobe Photoshop   OpenToonz

Work Experience

2022

Animator - Frog and Toad - Titmouse Inc
ToonBoom Harmony rigged animation in a painterly children's book style.
Heavy usage of deformers to achieve depth and dimensionality in 2d rigs.
Calm and slow pace put an emphasis on breathing, weight shifts, and eye movement to achieve believable acting.
Harmony Premium's node system allowed for effective problem solving using constraints and gates.

2021-2022

Animator - Duck and Goose - Titmouse Inc
Adobe Animate pre-school show in a paper cut-out style.
Characters were effectively 2 bouncing balls, and many of the shots were wide shots. This facilitated a playful, dynamic style of animation.
Circular heads enabled simple tweening of facial features for head rotations.
Character legs were a variable width bezier curve with 2 points, and character feet were a solid color. This allowed quick turnarounds for a lot of walking, jumping, and pacing that would typically be very labor intensive.

2021

Animator - The Harper House - Titmouse Inc
Adobe Animate prime time adult animation.
Characters moved in a relaxed way and tended to lean against/rest their arms on things.
Long limbs with circular joints enabled lots of gesticulation.
Although character's eyes tended to be half-lidded and stone faced, emotional expression could be done in the eyebrows and shoulders, as well as the character's overall posture.

2020-2021

Animator - Chip and Potato - Wildbrain Ltd
Adobe Animate pre-school show.
The style of this show was big antics, exaggerated movement, and bouncy secondary action.
Main character had no neck, "Homer Simpson" style floating sleeves, and a skirt, which allowed floating legs.
Stubby arms meant a lot of redraw and repositioning the hands on arcs.
I created a simple JSFL script to speed up the lip sync process.

Education

2018-2020

2D Animation and Visual Development Diploma - Capilano University
2 year diploma with a focus on animation principles and drawing. Coursework included animation, character design, backgrounds, figure drawing, storyboarding, visual development, and ToonBoom Harmony.

2017

Animation Fundamentals Citation - Capilano University
2 month introduction to animation, including a 4 week Adobe Animate course.