

Andy Fraser

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Lead Creature, Character Animator and Previs Supervisor

Work history

- Lead Animator, **Em and Selma go Griffin Hunting** (March 2023-present)
- Senior Previz Artist, Nviz – **Meg 2, Alien: Romulus** (August 2022– March 2023)
- Previs, Postvis Supervisor, Nviz – **Shadow and Bone 2, Matilda** (November 2021– August 2022)
- Co Previs Supervisor.
- Senior Previs, PostVis Artist, Framestore – **Fantastic Beasts 3, Slumberland, MoonKnight 1**
- Animating, Lighting, Rendering and Comping. (June 2020 – November 2021)
- Previs Supervisor, Nviz – **The Nevers** (November – December 2019)
- Supervising an underwater shoot.
- Lead Animator, Nvizible – **Pickled** (March – November 2019)
- Lead finals animator.
- Previs Animator, Nvizage – **Morbius** (January – March 2019)
- Previs for a feature film.
- Previs/Postvis Animator, Nvizage – **The One and Only Ivan** (November 2017 - November 2018)
- Previs and postvis for a feature film.
- Postvis Animator, Nvizage – **Fantastic Beasts, Crimes of Grindelwald** (July - October 2017)
- Postvis Niffler animation.
- Layout Sequence Lead, Mikros Animation – **Sherlock Gnomes** (April – July 2017)
- Leading artists for layout and generating final camera flow animation.
- Lead Animator, Nvizible – **The Ritual** (November 2016 - March 2017)
- Lead finals animator, photoreal quadruped beast, for a horror film.
- Previs Animator, The Third Floor – **Beauty and the Beast Star Wars: Rogue One**
Star Wars: The Last Jedi Wonder Woman Justice League (April 2015 - November 2016)
- Cut Scene Animator, Axis Animation – **Horizon: Zero Dawn** (December 2014 - February 2015)
- Key-framed photoreal robot eagle.
- Previs Animator, Argon FX – **The Martian** (August - December 2014)
- Previs for a feature film.

Previs Animator, Proof London – **Pan** (February - May 2014)
- Previs for a feature film.

Animator, Pixomondo Frankfurt – **Terra X** (July - August 2013)
- Animated photoreal creatures.

Animator, Prime Focus Commercials – **Duracell Bunnies** (February - April 2013)
- Animated entire twenty second commercial.

Scenic Artist, Criterion Games – **Need For Speed** (August - December 2012)
- Capture and animate cars, place cameras, edit sequences.

Previs Animator, Proof London – **Fast and Furious 6** (May - August 2012)
- Previs for a feature film.

Animator, The Senate vfx – **Dark Shadows** (February - April 2012)
- CG crabs for an underwater ghost.

Animator, The Senate vfx – **Captain America** (March - May 2011)
- CG feet replacement.

Animator, Mill TV – **Primeval** (May - November 2010)
- CG creature animation.

Animator, Mill TV – **Merlin 2** (October - November 2009)
- CG character animation on a BBC tv project. The great dragon.

Animator, The Mill – **Drench** (January 2009)
- CG animation of a rodeo pheasant for a drinks commercial.

Animator, Mill TV – **Merlin** (June – October 2008)
- CG character animation on a BBC tv project. The great dragon.

Previs animator, Nvisage – **Prince Of Persia** (March – April 2008)
- Previs animation on a feature film project.

Supervising animator, Pineapple Squared – **Orsum Island** (January – March 2008)
- Keyframe and MoCap CG animation on a TV project.

Animator, Double Negative - **Hellboy 2** (September – December 2007)
- CG animation on a feature film project.

Animator, Double Negative - **10 000BC** (August 2006 - August 2007)
- CG Creature animation on a feature film project.

Previs animator, Double Negative - **Harry Potter, Order of the Phoenix** (June - July 2006)
- Previs animation on a feature film project.

- Previs animator, Nvizage - **10 000 BC** (March - May 2006)
- Previs animation on a feature film project.
- Animator, Cinesite - **Comfort** fabric softener (November 2005 - February 2006)
- commercial. Dir. John Stephenson.
- Lead animator, Whitehouse pictures - **McFly 'Ballad of Paul K'** (October 2005)
- Stop frame animator for a music promo. Dir. Corin Hardy.
- Lead animator, Cinesite - **UnderDog** (July - September 2005)
- CG Character/creature animator for a pitch for a feature film.
- Animator, Moving Picture Company - **The Corpse Bride** (March - June 2005)
- CG Character animator on a feature film project.
- Animator, Jim Henson's Creature Shop - **The Water Giant** (December 2004 - March 2005)
- CG Character animator on a feature film project.
- 3D Storyboard Artist - **Captain Scarlet** (September 2004)
- Storyboarded in Maya four episodes from the new CG series.
- Animator, The Senate vfx - **Rome** (May - August 2004)
- Research and development for an HBO TV series.
- Animator, Jim Henson's Creature Shop - **Five Children and It** (November 2003 - May 2004)
- CG Character animator on a feature film project.
- Animator, Jim Henson's Creature Shop - **The Water Giant** (October 2002 - November 2003)
- CG Character animator on a feature film project.
- Assistant Animator, BBC - **Robbie the Reindeer and the Secret of the Lost Tribe**
- Stop frame TV special. (August - September 2002)
- Model Maker, WCT Productions, Vancouver - **Los Luchadorus, The Outer Limits, A Wrinkle in Time**
- Various model shop projects for US TV series. (December 2000 - July 2001)
- Assistant Animator, Aardman Animations - **Doctor Pepper** (July - August 2000)
- Director, Sam Fell. Lead animator, Guionne Leroy.
- Sculptor/Draughtsman, Aardman Features - **The Tortoise and the Hare** (May - July 2000)
- Character development.
- Assistant Animator, Aardman Features - **Chicken Run** (November 1998 - May 2000)
- Stop Frame animator, sculptor.

Education

BA (Hons) **Wimbledon School of Art**, 1995-1998. Technical Arts Design (Production Design)