



Cole Fourqurean

2D FX Animator & Designer

www.colefourqurean.com

cole.fourqurean@gmail.com

Education

Savannah College of Art and Design (SCAD), Atlanta, GA
Bachelor's of Fine Arts in Animation | 2019 - 2023

Collaborative Projects

A Shadow's Glow (Animated Short Film)

Director | Set to Release For Festivals in 2023

Developed the visual language for 2D FX and Character Animation. Developed story beats as a principal story artist. Created and developed Toon Boom Harmony puppeted character rigs. Oversaw and developed animation pipeline for integrating 2D FX animation into Harmony character rigs. Managed a hybrid team of thirty onsite and remote animators through Zoom and live worksessions. Provided drawovers for all traditional and rig animation in the film, shot assignments, and written material for different elements of the production such as acting, 2D FX animation, Harmony character rig animation, and compositing. Managed a team of compositors for the final visual look of the film in Adobe After Effects.

In High Places (Animated Short Film)

FX Lead | Set to Release For Festivals in 2023

Oversaw the visual development of designs for 2D FX animation for Lightning, Clouds, Grass, Rain, and Hail alongside the Director. Worked with a hybrid team of onsite and remote animators to improve 2D FX animated shots through drawovers, live demonstrations, and worksessions over Zooms. Attended weekly leadership meetings to direct the management of artists and visual elements of the film. Animated multiple 2D FX animated cycles of Grass and Rain used throughout the film alongside individual shots of Lightning and Clouds.

GARG! (Animated Short Film)

2D FX Animator | Set to Release For Festivals in 2023

Worked with director to animate 2D Pie FX ontop of a Toon Boom Harmony rigged two character acting shot. Revised the design of keys from previous animator to better match the visual language of the film before creating breakdowns and inbetweens. Composited the pie animation in Harmony to layer between characters, fire animation, and background for final render in Harmony. Attended hybrid critiques of animation to receive and implement notes from the director.

Jeepney (Animated Short Film)

Rig Animator | 2021

Worked with director and leadership team to animate a quintessential two character shot using Toon Boom Harmony puppeted character rigs. Attended online worksessions to receive feedback and notes for acting and technical elements of the animated shot. Participated in team training for the usage of Master Controller rigs in Harmony.

Software & Professional Skills

Toon Boom Harmony & Storyboard Pro, Adobe CS, Trello Kanban, Microsoft Suite

2D FX Animation & Character Animation, Toon Boom Rig Animation & Character Rigging, Character Layout, Storyboarding, Environment, Concept Development

Awards

2019 - 2023 | Distinguished Schloars Scholarship | Savannah College of Art and Design

2020 - 2022 | President of SCAD ATL Esports Club | Savannah College of Art and Design