

Lynsey Schaschke

Storyboard Artist
2D Animator

Glasgow, UK

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Clean UK driver's licence, over 25

Skills

- Storyboarding
- 2D animation
- Character design
- Asset design

Software

- Toon Boom Storyboard Pro
- Toon Boom Harmony
- Adobe Creative Suite (various)
- TVPaint

Credit Highlights

APRIL 2019 - AUGUST 2019

Clean-up & Inbetweening Artist "Klaus"

(2D animated feature)

Sellout Pictures 2A Ltd, Edinburgh

Available on Netflix 08/11/2019

BAFTA and Annie Award winning, Oscar nominated.

We worked with SPA Studios and Netflix to provide clean-up and inbetweening. We used

Harmony and had a good feedback system with SPA to ensure our work was up to the high standard the film needed. As we were brought on relatively close to the final deadline, we had to hit the ground running!

JANUARY 2018 - FEBRUARY 2019

Storyboard Artist

"Jessy and Nessy"

(mixed media animation & live action, 40 x 11min preschool series)

Jam Media, Belfast (working remotely)

Available on Amazon Prime 13/03/20

After working with Jam previously, I was delighted to be working with them again on a new show full of fun and warmth. I boarded 8 episodes (**Storyboard Pro**, 30 day turnaround per ep) with special attention to the mix of live action with animation.

JANUARY 2018 - DECEMBER 2019

Part-time Tutor

Animation

DJCAD, University of Dundee

I taught the undergrads storyboarding, character design and 2D animation (using **TVPaint**). With the 4th years I held clubs for storyboarding and character design to advise, critique and encourage their interest in these specialist subjects.

DECEMBER 2016 - JUNE 2017

2D animator

"Super Fairies"

(2D puppet rigs, 11 min preschool pilot)

Super Umami & Eyebolls, Bridge of Allan (also working remotely)

I was part of a small team making a pilot based off of the **Super Fairies** books series. We used **Moho** for rigging and animation. I found animating the characters I had rigged myself was an excellent way to learn the software and understand the pipeline.

AUGUST 2016 - MARCH 2017

Storyboard Artist

“Becca’s Bunch”

(puppets/3D, 52 x 11min preschool series)

Jam Media, Dublin (working remotely)

Available on Nick Jr. 02/07/18

I storyboarded four episodes using

Storyboard Pro. Turnaround for each episode was 4 weeks and included roughly timing out an animatic for my weekly drafts. My previous experience on **Ooglies** was invaluable when it came to being aware of rig placement.

AUGUST 2014 - FEBRUARY 2015

Trainee Storyboard Artist/ Trainee Composer

“Ooglies Funsize”

(stop motion, 20 x 5min children’s series)

Ko Lik Films, Edinburgh

CBBC 2015

Winner of the short form Children’s BAFTA 2015

Starting as a trainee storyboard artist, I learned a lot from my supervisor/mentor (Vicki Haworth) and my teammates. I was then offered the opportunity to move to compositing - rig removal & SFX. This gave me a first-hand insight into how the choices of a storyboard artist will eventually affect the compositor’s work.

Education & Training

In addition to the following list, I have also subscribed to self teaching sites including Schoolism, Proko and Creature Art Teacher and will actively seek tutorials, workshops and webinars to learn or improve upon my skills. I’m a regular reader of publications such as Character Design Quarterly and the online animation magazine Skwigly. I also try to attend festivals and conferences such as Annecy, Move Summit and Dingle.

APRIL 2019

ToonBoom Trainer Harmony Animation course

Online

A five week course with Adam Oliver to achieve a better understanding of rigged animation in Harmony.

JANUARY 2016

CelAction course with King Rollo Films

Sabhal Mor Ostaig, Skye

Two week intensive course learning **CelAction** 2D animation software with tutor Mat Dame.

AUGUST 2013 - DECEMBER 2013

Storyboarding for Feature Animation with Rad Sechrist

Online

Online course with **Dreamworks** storyboard artist Rad Sechrist, with particular focus on storyboarding for feature animation.

2008 - 2012

BA (Hons) Animation and Electronic Media

DfCAD, University of Dundee

Throughout university I focussed unwaveringly on 2D hand-drawn animation and pre-production.