

Tony Cross

www.tony-cross.com

tonycross03@yahoo.com

214-636-4606

Education

The University of Texas at Dallas; Dallas, Texas

Bachelor of Arts and Technology, 2007

Emphasis in motion capture and character animation.

Software

Proficient

Blade • Maya • Motion Builder • Photoshop • Sony Vegas • Vicon IQ

Familiar

3D Studio Max • Softimage

Hardware

Vicon: MX13, MX40, MXF40, T-160

Work Experience

Motus Digital Plano, Texas

2 years March 2008-present

Operate, calibrate, and maintain motion capture system.

Ran face and performance capture sessions.

Edit, keyframe, solve and retarget data in Motion Builder and Blade.

Familiar in bringing motion capture animation into 3dsMax, Softimage, and Maya.

Experience with motion capture pipeline integration.

Collaborate closely with lead animators, producer, rigging artists, and clients to meet strict deadlines.

Previous Clients Include:

Janimation, Critical Mass Interactive, Midway Austin, Pi Studios, 3D Realms, Triton Films, Armor Smith, Indiana Live Casino, Nerjyzed

Shipped Game Titles

BCFX: Doug Williams Edition

Quantum Of Solace

References

Crispin Broadhurst: Mocap Technical Director at Motus Digital

Cell: 512-422-6463 Email Crispin@MotusDigital.com

Jeff Senita: Mocap Technician at Id Software

Cell: 972-613-3589 Email jsenita@idsoftware.com

Thaddeus Grant Fenton: In house Director at Motus Digital

Cell: 214-734-1468 Email Thaddeus@MotusDigital.com