

Talia Tsur - Lead Animator

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Personal statement

An animator and animation supervisor with 20 years of experience creating high quality character animation, animation team leading and animation supervising. In recent years my focus has been on feature films, at DNEG Animation and Jellyfish pictures.

As animation supervisor for TV I've worked on projects for Disney Junior and Mattel.

I am very passionate about bringing stories and characters to life in the most engaging way!

Key Skills

- Feature quality character animation in any style from cartoony to realistic.
- Visual Storytelling, shot direction, camera and composition.
- Working closely with leads and directors to understand their unique vision for the sequence.
- Working with animators to push the fun and believability in each shot.
- Excellent communication skills, both written and verbal.

Employment History

Lead Animator at Jellyfish Pictures – on “The Twits” Feature film

(September 2023 – July 2024)

As lead animator at Jellyfish pictures I was responsible for the animation in various sequences throughout the film. Some of the key responsibilities in this role were:

- Holding dailies to review the animators' work
- Supporting the animation supervisor and animation director in the director reviews with specific information regarding the shots and sequences challenges
- Holding meetings with production regarding the progress of the team, casting and other issues.
- Discussing the animation needs from other departments such as rigging and CFX, and making sure that their needs from animation are met.
- Taking care of the team of animators that was under my supervision. Supporting them in all their needs and issues and celebrating their victories.

Senior Animator at DNEG Feature Animation

(September 2021 – today)

I've created senior level animation on these feature films:

- Under the boardwalk
- Nimona
- Garfield

Animation directing and supervising on Playtika's short films, with studio Blackboard

(October 2020 – today)

Achievements and responsibilities:

After working with Blackboard as animation supervisor on several shorts, they've asked me to take the director's seat on their new endeavour – short films for Playtika. I was involved in the script writing process, through storyboard reviews, layout & camera staging, animation direction to the final film.

Senior Animator on Toys For Bob's AAA game "Crash Bandicoot 4", with studio Funkeyz

(July 2019 – August 2020)

Achievements and responsibilities:

Creating high quality in-game animations and cut-scenes. Providing feedback and guidance for other animators on the team.

Co-Writer, Co-Director and Co-creator, Anat & Talia Animation, "Sock Superhero"

(May 2018 – July 2018)

Achievements and responsibilities:

- Writing, directing, producing and creating the short film "**Sock Superhero**" with my partner Anat Dayag. The film was created for the children visiting Asaf Harofe Hospital's Allergy clinic. <https://www.youtube.com/watch?v=2wmKd6U6q-0>

Animation Supervisor, Snowball VFX – on various TV series:

- Muppet Babies - Disney Junior
- Barbie Dreamtopia Season 2 - Mattel
- Star Darlings Season 2 – Disney Interactive
- Barbie Dreamtopia Season 1 – Mattel

(December 2015 – May 2018)

Achievements and responsibilities:

- Analyzing scripts, storyboards, animatics and client needs.
- Briefing the animation team in detail using references and examples. Explaining the role and meaning of each shot and finding ways to plus it in animation.
- Holding daily reviews with animators, giving feedback on each shot. Pushing the poses, timing and acting ideas to match the arc of the sequence.
- Working closely with layout, rigging and editorial departments, to support and maximise animation performance.
- Working with the client to ensure their feedback is understood and implemented.

Animation Team Lead and Supervisor, Snowball VFX – for Disney's "Star Darlings" (Season 1)

(February 2015 – November 2015)

Achievements and responsibilities:

- Created animation for the test that won Snowball Studios the project.
- Team leading: Casting animators, supervising quality, style and quota.
- Defining the animation style of the show and creating a bank of poses.
- Producing high quality character animation on the show.

Lead Animator, Freelance, High-end projects

(March 2008– February 2015, May 2018 - Current)

As freelance lead character animator, I worked on various types of projects over the years, notably:

- I worked with Animation Lab on visual development on their feature film, creating feature quality animation.
- Worked with game companies around the world, notably **Activision / Toys For Bob**, delivering high-end cartoony physical action for in-game animation and game cinematics for **Spyro Reignited Trilogy**.
- Created creature animation for VFX on the movie “**The Stray**”.
(<https://www.imdb.com/title/tt8291886/>)

Lead Animator, Crew 972

(August 2005 – March 2008)

- I entered as a Character Animator, and was shortly promoted to Lead Animator.
- At Crew 972 I worked on a variety of projects such as TV series, commercials and short films.
- As lead animator I supervised the team’s work, making sure they meet director/client expectations.
- I managed the work plan, assigned shots and communicated with the clients abroad.

Education

Screenwriting workshop, Merav Nahum, *2019*

From Concept to Pitch workshop, Frame By Frame Animation, *2020*

Vancouver Film School, Vancouver, BC, Canada

(December 2004 – July 2005)

- Digital Character Animation Program
- My graduate film won the school festival scholarship for that year.

Ascola-Meimad Art College

(2003 – 2004)

Animation and Interactive department.

Open University

(2003 – 2004)

Fine art and film courses.

Languages

English – excellent communication skills. Hebrew.

References

References are available upon request.