

Talia Tsur Animation Supervisor

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Personal statement

An animation supervisor for clients such as Disney Junior and Mattel. Senior Animator working for high end clients such as Toys For Bob/Activision. Over 15 years of experience creating high quality character animation, animation team leading and animation supervising, with a specific focus on believable character animation and engaging storytelling. Bringing characters and stories to life is what I am most passionate about!

Key Skills

- Working closely with leads and directors to understand their unique vision for the sequence.
- Creating clear animation briefs for the animation team.
- Working with animators to pushing the fun and believability in each shot.
- Reviewing animation daily and giving detailed feedback per shot.
- Excellent communication skills, both written and verbal.
- Feature quality character animation in any style from cartoony to realistic.

Employment History

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.
- Responsible for a team of animators and the work they produce.
- Organizing the team’s quota and casting animators on each shot.
- Overseeing the animation produced and making sure it meets the style and quality level of the show.
- Defining the animation style of the show and creating a bank of poses and cycles during the ramp-up time prior to the show’s production.
- 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**”. [\(https://www.imdb.com/title/tt8291886/\)](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 verity 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.