BRIAN VOWLES
3D Animator / Generalist
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3D Artist with over 20 years of production experience. Since 2002, I have delivered high-quality work across TV, film, and web projects. While my core expertise lies in animation, I bring a comprehensive understanding of the pipeline through my professional work in layout, modeling, and rigging.

Work History

Pipeline Studios - September 2021 - January 2026
    Dora and Friends   Layout
    Saving Bikini Bottom: The Sandy Cheeks Movie   Layout / Shot Finaling
    Pitch Development   Animator / Generalist

Rocket Science VFX - January 2021 - September 2021
    The Expanse - Season 6   Animator/Previz

Nelvana - January 2020 - January 2021   Layout

Pipeline Studios - September 2018 – October 2019   Animator / Generalist
    Pitch Development

Freelance - December 2017 **-** September 2018   Animator / Generalist
Mr X - March 2017**-** December 2017   Animator
Jam Filled - November 2016 - March 2017   Animator - Revisionist

The Foundry - August 2015 – November 2016   QA Engineer
    Worked on the MODO team, testing out new 3D tools.
    Created training videos for internal use and for the public.
    Created 3D content to ship with new releases.
    Filed bugs and wrote test cases.

Pipeline Studios - Fall 2008 – July 2015
    Bubble Guppies - Nickelodeon   Modelling and Rigging
    The New Adventures of Babar - Corus Entertainment Inc   Animation
    The Backyardigans - Nickelodeon   Layout

Guru Studios – Spring 2007 – Summer 2008   Animation

Soho VFX – Spring 2006 – Spring 2007   Animation

Nelvana Limited – Summer 2005 -Spring 2006   Layout, Lip-Sync

C.O.R.E Digital Pictures - Spring 2004 – Spring 2005   Animation

Catapult Productions – Fall 2002 – Spring 2004   Animation

Freelance

Mekwâc – "Now is Good" - Live action video installation project
NFB - "This is not a Ceremony" : VR Short film project.
Maze Theory: Dr Who : Edge of Time - VR game.

D-Brand - Various promotional videos for their YouTube channel.
The Second City: I Martin Short goes Home - TV movie.
Love Songs for an Android – BravoFact short film.
BiteTV: City Commando, TV Series.
Spring: Short Film - CG/Live Action   CODE Live 2010 Olympic Games

Education

Unreal Animation Fellowship - **September 2023 -** I was accepted to the Unreal Fellowship hosted by Epic Games. It was a full time, three week class, covering animation in Unreal. We had three weeks to produce a 15 second clip doing all animation in Unreal.
Seneca College, 2002: Digital Media Center: Maya
Seneca College, 1997: Digital Media Center: Softimage 3D

Teaching

Introduction to Animation in Modo - Created a twelve part training series for The Foundry. The series covered the "12 Principles of Animation" and a video was released every week for twelve weeks. The videos are still being used on The Foundry website. Link
UOIT – University of Ontario - Winter Semester 2007. I taught an "Introduction to Maya" class within the Gaming Program. I was a last minute hire and asked to develop a 12 week curriculum for the class. Classes included basic modelling, rigging, animation lighting, rendering and final editing.

Software

Maya, Modo, Nuke, Photoshop, Premiere, After Effects, ** currently learning Unreal Engine