

BENJAMIN LONG

CREATURE RIGGER & ANIMATOR

5112 Pecos River Tr. #1705
Fort Worth, Texas 76132

(817) 343.9078
ben@LongBenAnna.com

All mankind is divided into three classes: those that are immovable, those that are movable, and those that move.
-Benjamin Franklin

I make things move. I am excited by the challenge that comes with being able to seemingly bring life to what was once just an idea. I brew my own beer and maintain a vegetable and herb garden. I am interested in the idea of producing more than consuming. I love that show that shows you how things are made - the logic of steps to create a concept to a finished product. Games, puzzles and problem solving are at the core of my soul. My hope is to combine these skills and be able to pursue a career as a rigger and animator for a game company.

Education & Skills

FullSail Real World Education AS - Computer Animation 2003

Proficient with Autodesk Maya with MEL scripting, all Adobe Creative Suite applications, Pixologic ZBrush... the tools of the trade. I have limited but working knowledge of 3DSMax, Houdini, and Motion Builder, but am willing and able to adapt to any workflow and software that I encounter.

Credits

Character TD / Compositor - Sri Anjaneyam

2004 Telugu Cinema Release

Employment History

River Oaks Printing Co., Inc
Graphic Designer

Fort Worth, TX

As the primary contact for clients needing in-house graphic design and pre-press mark-up, I was responsible for making a client's idea become reality. Projects ranged from single page ads to perfect bound publications, each with its own set of challenges to overcome. Often times, projects would require having to coordinate assets among multiple parties, ensuring proper workflow and meeting demanding deadlines throughout.

Galvanon, Inc.
Character TD / Compositor

Maitland, FL

I was responsible for the all of the content of the major action sequence in the 2004 Telugu Cinema Release *Sri Anjaneyam*. Consisting of over 40 VFX shots, and coming on at a late date, I was keenly aware of deadlines at all times. Multiple rigs were used to obtain all of the necessary elements needed to blend with live action plates. It was important to create a workflow to maximize not just my own efficiency, but that of the hand full of workstations dual-purposed as a render farm.