

Ruel Smith

Animation Supervisor / Senior Animator

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With over 14 years of animation experience within the 3D / VFX industry, I'm passionate about helping a team achieve its animation production goals in an efficient manner. I am well versed in all aspects of keyframe and Motion Capture animation, across projects of varying scales and schedules. These experiences have given me a very unique perspective when supervising an animation production from start to finish.

Notable Projects

"Captain Marvel" - Keyframe Animation
"Mars InSight Landing" (Short Film) - (*Supervising Animator on entire short film*)
"The Black Panther" - Post-Viz Animation
"The Jungle Book" - Mo-Cap Pre-Viz Animation
"Riddick" Feature - Keyframe Animation
"Hop" Feature - Keyframe Animation
"Alvin and the Chipmunks 3" Feature - Keyframe Animation
"G-Force" Feature - Keyframe Animation
"Sorcerer's Apprentice" Feature - Keyframe Animation

"Series of Unfortunate Events" - Keyframe Animation
"DareDevil Se.2 Ep.9" - Keyframe Animation - (*Supervising Animator on Punisher scene*)

"Gears Of War 4 Cinematic" - Mo-Cap & Keyframe Animation
"Tomb Raider" Cinematic - Facial Animation
"Destiny" Cinematics - Mo-Cap & Keyframe Animation
"Medal of Honor" Cinematic - Final MoCap & Keyframe Animation
"Tron Game" Cinematic" - Keyframe & Mo-Cap Animation
"Killzone 3" Cinematic - Keyframe & Mo-Cap Animation
"Mortal Kombat X" Game - Keyframe Animation
"Gears of War 3" Cinematic - Keyframe & Mo-Cap Animation
"Halo Reach" Cinematic - Keyframe & Mo-Cap Animation
"Resident Evil 5" Game - Keyframe & Mo-Cap Animation

"EA Sports" Commercial - Keyframe & Mo-Cap Animation
"McDonalds Night of the Museum 2" Commercial - Keyframe Animation
"Samsung Wonderful Fish" Commercial - Keyframe Animation

Notable Studios

Digital Domain - Method Studios - CBS Digital - Zoic Studios - The Mill - MPC - Mirada
House of Moves - Rhythm and Hues - Asylum FX - Framestore - Gentlemen Scholar

- Maya, Motion Builder, Photoshop, Premiere, After Effects

School of Visual Arts, New York

Graduated May 04 - BFA Computer Art - Specializing in CG Animation.