



Billy Allison – animator

I am 45 year old a mild mannered and polite Yorkshireman who has been in and around the animation industry for over 25 years. I studied at Gwent Film School (which after a few name changes, became known as Newport School of Art, media & Design) on 'graduating' with what was then an unrecognized diploma I started work at Siriol in Cardiff as an in-betweenner and over the years at several other traditional animation companies working on TV series projects and later various video games companies too. I currently work at Team17 as a lead animator working on a project for next generation platforms using Maya and the Unreal3 engine.

Although I call myself an animator, it doesn't stop there, I do like to roll up my sleeves and get stuck into problem solving or simply working as part of a team to get a project completed, never once do I use the 'not my job' line, I have modeled characters and other items when called to do so. As a slight deviation from my day job, I like to take part in film projects as an extra etc, and have been in several student productions and two (so far) professional productions Mark Tonderai's "Hush" and Guy Ritchie's "Sherlock Holmes"

I currently live in Wakefield, Yorkshire with my gorgeous partner and our two young sons (Clay who is 14 and and Taylor, 10), we especially enjoy going to the cinema and generally spending time together, both my boys love to draw with me, write stories, design games and we have even made a short animated film together.

My work and show reel can be seen on my website: www.BliMation.com

 Contact information:

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Below is the list of places I have worked for after graduating Newport Film School, not every single job is listed as some were very short one or two week freelance jobs.

1984-1986	<u>Newport Film School ,Wales</u>	<u>Studied Animation,Rostrum camera, live action camera and filmediting</u>	
1986-1988	<u>Siriol Animation ,Wales</u>	<u>Inbetweener - Assistant - small amount of Keying</u>	
		"Easter Egg" 1/2 hour TV special	Inbetweener (traditional)
		"Gerald of Wales" 1/2 hour TV special	assistant + inbetweener (traditional)
		"Turkey Love" 1/2 hour TV special	Inbetweener (traditional)
		"Haf Y Ffrendiai" Pilot episode TV series	Animator (traditional)
1988-	<u>Orchid Productions ltd ,Manchester</u>	<u>Key animator on various TV commercials</u>	
		"Pritt Stiff" German TV commercial	Animator (traditional)
		"Electricity board" TV commercials (several)	Animator (traditional)
		"Wooky Hole" TV commercial	Animator (traditional)
		"The Knumbskulls" Educational Video	Directing animator (traditional)
		"Liverpool Echo" TV commercial	Animator (traditional)
		"Raggy dolls" TV series	Inbetweener (traditional)
		"Mazola Corn Oil" Saudi TV commercial	Animator (traditional)
1989-1989 (2 months)	<u>Murakami Wolf, Dublin</u>	<u>Key animator on various TV series</u>	
		"Teenage Mutant Ninja Turtles" TV series	Animator (traditional)
1989-1991	<u>Whizzline Productions, Leeds</u>	<u>Key animator on TV series and Commercials</u>	
		"Poddington Peas" TV series	Animator (traditional)

		"Spider in the bath" TV series	Animator (traditional)
		"Pampers" Italian TV commercial	Animator (traditional)
		"Northern Upholstery" TV commercial	Animator (traditional)
		"DirtyBeasts" Raold Dahl Video	Animator (traditional)
1991-1991 (6 months)	<u>Orchid Productions Ltd ,Manchester</u>	<u>Key animator on TV series</u>	
		"Raggy dolls" TV series	Animator (traditional)
1991-1992	<u>Whizzline Productions, Leeds</u>	<u>Key animator on TV series and Commercials</u>	
		"Fiddley Foodle Bird" TV series	Animator (traditional)
		"Job Lot" TV commercials (several)	Animator (traditional)
1992-1995	<u>Core Design Ltd, Derby</u>	<u>in-game and Intro animation "Games"</u>	
		"Wonderdog" GenesisCD intro	Animator (2d Deluxe paint on PC)
		"Blob" Amiga	in-game graphics (2d Deluxe paint on PC) and Box art (Drawn)
	(during this time,I was also working on	"Curse of Enchantia" PC/amiga	In-game animation (2d Deluxe paint on PC)
	several small regional TV commercials)	"SoulStar" GenesisCD intro	3d animation (Wavefront)
		"Bubba n Stix" Amiga/CD32/genesis	co-design,animation (2d Deluxe paint on PC) ,box line art and manual art
		"Chuck Rock 2" Amiga/GenesisCD intro	coordination and Colouring (2d Deluxe paint on PC)
		"BC Racers" PC/GenesisCD Intro	Storyboards,Animation and Colour (2d Deluxe paint on PC)
		"SwagMan" PC/Playstation	Initial animation style setting (Wavefront)
1995-1995 (6 months)	<u>Wavefront Technologies</u>	<u>Teaching Kinemation to various companies</u>	
		Liverpool University	Kinemation and 'The Advanced Visualiser'
	(during this time,I was also working on	Lore Design ,Liverpool	Motion Analysis with Kinemation for polygon animation
	several small regional TV commercials)	Rage Software, Birmingham	Motion Analysis with Kinemation for sprite animation
		DMA ,Dundee	Motion Analysis with Kinemation for polygon animation
		Gremlin Graphics ,Sheffield	Kinemation
1995-1995 (2 months)	<u>The 8th Day,Sheffield</u>	"Gender Wars" pc game intro	Storyboards, Animation (3D studio 4 and Adobe premiere)
1995-1998	<u>Mark Mason Animation ,Bury</u>	<u>Key animator on TV series and Commercials</u>	
		"William's Wish Wellingtons" TV series	Animation and Inbetweening (traditional)
	(during this time,I was also working on	"Zot the Dog" TV series	Sole Animator (animo)

	several small regional TV commercials)	"Forgotten Toys" TV series	Animator (traditional)
1998-nov2000	Acclaim Entertainment Teeside		Computer games
		"Shadowman"	Senior Animator/mocap director @ Acclaim Croydon
	(during this time I animated several TV commercials and a 5 minute short for freakish Kid- drawn animation)	"Shadowman II"	RnD, Senior animator/mocap director @ Acclaim New York
nov2000-sept2001	Sony Computer entertainment (Leeds)	"Rogue" (cancelled studio closure august2001)	Senior animator/mocap director @ Ex Machina Paris and Centroid3d Shepperton
(studio closure sept 2001)		"reload" (cancelled studio closure august2001)	Senior Animator/mocap director @ Ex Machina Paris and Centroid3d Shepperton
sept2001-Jan2004	Brat designs (teeside)	"Breed"	sole character animator/maxsript animation tools
Nov2004-May2005	Eurocom	"Pirates of the Caribbean - dead mans chest"	Lead animator (maya)
May2005-present	Team17	"Leisure Suit Larry: box office bust"	Lead animator (maya + unreal3 editor)
May2005-present	Team17	"Alien Breed : Evolution" (3 episodes)	Senior animator (maya + unreal3 editor)
	(Freelance while at team17 for New Media Collective)	Dr Who BBC web game "K9: deja who"	All character models, animation and renders

My work and show reel can be seen on my website:

www.BliMation.com – my website

www.redbubble.com – my redbubble page

www.youtube.com – my youtube channel

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