



Christopher Antoniou

London Based
Nationality: British
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Experience:

2020 Shadow and bone: Build Sup
2020 The letter for the king: Build Sup
2020 The Great: Build Sup
2020 Cursed : Build Sup
2019-20 Dr Who season 12: Build Sup
2019-20 The new pope: Build Sup
2019-20 Devs: Build Sup
2019-20 Chernobyl: Build Sup
2018-19 Le Miserables: Build Sup
2018-19 Black Mirror season 6: Build Sup
2018-19 Curfew: Build Sup
2018-19 Dr Who season 11: Build Sup
2018-19 Dark Crystal age of resistance: Build Sup
Jan 2018: HOD / Build Supervisor for DNEG TV department

July 2017 Underwater: Asset Sup
April 2017 Pokemon: Asset Sup
Feb 2017 Dark Tower: Asset Sup
Dec 2016 50 Shades Darker: Asset Sup
Dec 2016 Return of Xander Cage: Asset Sup
June 2016 Sully : Asset Sup
June 2016 Ghostbusters: Asset Sup
May 2016 Miss Peregrine's home for peculiar children: Asset Sup
Dec 2015 Revenant: Asset Sup
2015 July New Tile : Asset Supervisor

March 2015 Terminator genesis : Model and Texture Lead
Jan 2015 Pan : Model and Texture Lead
2014: Lead (In MPC Film Asset Department)
March 2014 Night at the Museum 3 : Model and Texture Lead

Feb 2014 Tetley's concept
Jan 2014 Nike Russia: Concept sculpt
Dec 2013 Cushelle: Asset Sup
2013 Title Asset and Training Supervisor
Nov 2013 Three Cat Advert: Asset Sup
Sep 2013 Smirnoff The Apple Bite: Asset Sup
June 2013 O2 Be More Dog: Asset Sup

May 2013 Channel 4 Mating Season: Asset Sup
May 2013 Kelloggs All Bran Squirrel: Asset Sup
May 2013 First Direct Platypus : Asset Sup

2011-2013 MPC Title Full time Senior 3D Artist

February 2013 Samsung King of TV: CG Sup ([Samsung King of TV](#))
February 2013 Samsung Charge: CG Sup ([Samsung Charge](#))
January 2013 Vigorsol : Asset Sup ([Vigorsol](#))
November 2012 Three Pony: Asset Sup ([Three Pony](#))
July 2012 Foxs Everyday: CG Sup ([Fox's](#))
April 2012 Cushelle: VFX Sup ([Cushelle](#))
Fed 2012 Ribena Nin: VFX Sup ([Ribena](#))
Aug 2011 CatsPride: CG Sup ([Passout](#))

2010-2011 Cinesite

Harry Potter and the Deathly Hallows Part 2: Animation Lead/ Rigging
The Chronicles of Narnia: The Voyage of the Dawn Treader: Animation Lead / Rigger
Leap Year : Lighter
Marmaduke : Modeller
X-Men Origins: Wolverine: Senior Modeller/texture Artist

2010-2011 The Animation Workshop

May 2011: Taught Animation and Rigging for 2 and a half weeks
Nov 2010: Taught A professional course for a few weeks
May2010: External examiner for CGA09

2008-9 The Animation Workshop

May 09: External examiner for CGA08
Nov 08- Jan 09: Taught the first CGA course modeling and rigging for a few months.

2007-8 Cinesite (Kodak)

Bedtime Stories 2008: Senior Texture Artist/Modeller/Animator/Rigger
Beverly Hills Chihuahua 2007-8: Senior Animator / Texture Artist
Fred Clause 2007: Lead Texture Artist

2006 Sky Snowmen

Sky Snowmen for Sky Italia: Producer / CG Supervisor

2006 Framestore CFC

Benylin Commercial : Animator
Primaeval ITV drama : Animator
Vodafone Commercial : Animator
Superman Returns 2006 : Animator

2002-2005 Ascent Media

ONE POST 2003-2005: Animator, Modeller, Rigger and Lighter
SOHO 601 2002-2003: 6 month contract then Full time.
Animator, rigger and modeller

2001-2002 Slave Studio / Passion Pictures

Animated on the TV series for the FIFA world cup.

Personal work:

Exhibitions:

Art in Action July 2016 : Put up an exhibition for the general public showing digital art is not out of their grasp. <http://www.artinaction.org.uk/activities/demonstrations/digital-art/>

Crouch End Open Studio's 2008 : Submitted three pieces of Art work

Autumn Almanac 2007 : Part of a six artist show.

Because of my strong links with the Art Academy; the founder Tanya Russell (ARBS) allows me to mould and cast there. <http://www.artacademy.org.uk>

Shorts:

2005: Santa's crib Created at One Post [click here](#)

2005 One Way ticket

2004 Agricultural Report: Modelled / and rigged Daisy the cow. The short was nominated for an Annie. http://www.barleyfilms.com/content/ag/ag_main.htm

Education:

2005 Honorary sculpture degree from the Art Academy

2000-2001 Post Grad in Animation at Central St Martins. LAS

1997- 2000 BA Hons Animation at Surrey Institute for Art & Design

1996-1997 Art foundation at Middlesex University

Summer 1996 UCL Slade school of fine art.

Computer Skills:

Latest versions of : Maya , Zbrush , Mudbox, Mari, CySlice, Photoshop , After FX , Nuke, Arnold , nuke studio, Renderman, Arnold, Substance painter, Unreal

Teaching:

2020 have been helping out the [Cave Academy](#) to teach and educate students online.

Given talks and 10 week evening classes on the Animation Masters degree at Central St Martins College Of Art and Design as well as at The Art Academy.

Also participated in the Central St Martins, Mentor Programme.

Teaching at The Animation Workshop: VIA University College Viborg, Denmark

In May 2006 the Danish Ministry of Education approved me as an external examiner for the Bachelor Programme in Character Animation.

Interests:

Capoeira: Brazilian martial arts.

Ultimate Frisbee

Life drawing / Anatomy

Mythology

REFEREES

Ashley Tilley Modelling and Texturing Supervisor at The Mill
badash2000@hotmail.com

Daniele Orsetti Senior Artist ILM

ildayno@gmail.com

Jake Harrell Senior Creature artist MPC
mail@jakeharrell.co.uk jakejake0@gmail.com

Graham Hudson Lead Build artist DNEG
info@3dgphoto.com