

Hi, I'm Pau Mariné, a character animator from Barcelona.

I have +10 years of experience working at [Sauvage.tv](#) with the creative director Ernest Desumbila, doing a different range of roles inside the structure of animation production.

Now I'm starting freelancing as animator, my life passion!
My focus is to tell the story through pacing and movement.

— 2D At Sauvage I worked with Pablo Navarro and Ricard Ubach using TVPaint.

— 3D I studied animation and narrative on Blender at [Pepe School Land](#), and I've worked in [Heartsteel – Paranoia](#) with Toni Mortero, and also on a couple more vids yet to be released online, coming soon eventually.

In Sauvage.tv I've working with all tasks involved with an animation production.
So besides character animation, I'm comfy doing tasks like:

- Animation direction
- Animatic
- Character design
- Storyboard
- FX animation
- Clean-up
- Edition+sfx

My main tools are Blender, TVPaint, Krita, Shotgun (FPT).
I have an easy time learning new software.

Thank you for reading. Cheers!
Pau Mariné.

Watch my [ANIMATION REEL](#) 3D+2D

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More:

- [Website](#)
- [LinkedIn](#)
- [Instagram](#)