

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 I studied at **Fak d'Art** back in the day, drawing on a light box and all. At Sauvage I worked with *Pablo Navarro* and *Ricard Ubach* using TVPaint.

— 3D I studied animation on Blender and narrative at **Pepe School Land**, and I've worked in **Heartsteel – Paranoia** music video with *Toni Mortero*, **Subway Surfers City** cinematic trailer, and some other vid yet to be released online, coming soon eventually.

At Sauvage.tv, I've worked on all tasks involved in an animation production. I have a deep understanding of the different steps of the production. How images, sound, and movement work together to convey emotions in service of the narrative, the role tools like composition, camera movement, and cinematography play, and how feedback between different production roles should work to ensure a smooth production.

Besides character animation, I'm comfy doing tasks like:

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

The tools I'm using right now are Blender, TVPaint, Krita, Shotgun (FPT). I have an easy time learning new software anyways.

I'm available and looking for remote opportunities right now.

Thank you for considering my profile. Cheers!

Pau Mariné.

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

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