

# Desirae Moore

## Stop Motion Animator

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### EXPERIENCE

#### **Studio X, San Francisco, CA — Stop Motion Animator & Fabricator** September 2022 - PRESENT

Create expressive character animations exhibiting a wide range of emotions and actions using Dragonframe. Create replacement animation. Use motion control rigs. Work with the director and producer to meet deadlines on budget. Brainstorm ideas with other artists in the animation pipeline. Fabricate stop motion sets and puppets. Create identical fabricated elements in different scales for shooting.

#### **Academy of Art University, San Francisco, CA — Stop Motion Lab Tech Work-study** September 2023 - PRESENT

Check out stop motion equipment to animation students. Troubleshoot software and hardware issues. Use Dragonframe and Adobe After Effects. Set up lighting and sets for filming.

### EDUCATION

#### **BFA Traditional Animation & Visual Effects, Emphasis in Stop Motion, San Francisco, CA — Academy of Art University** 2021 - 2025

Courses included Stop Motion 1 & 2, Stop Motion Set Design, Puppet Making, Acting for the Artist, Perspective, Traditional Animation 1 & 2, Storyboarding, History of Animation, History of Visual Effects, Film History, & Physics for the Artist.

### PROJECTS

#### **Stop Motion Animator, Director, & Fabricator — “Rusty’s Fluttery Friend” animated short film (2023-2025)**

Developed the concept and story. Animated bipedal lead character Rusty the Robot and supporting character Butterfly. Directed a team of 5 other artists in the pipeline. Set deadlines for fabrication and animation scene by scene. All sets and props were completed after 9 months, puppets were completed after 4 months, and animation for the film was completed in 2 months. Applied subtle and exaggerated character animation, motion control animation, and replacement animation in scenes. Experimented with composition and animation to compose wholesome as well as unsettling shots.

#### **Stop Motion Animator, — “The Golden Calf” animated short film (2023-2024)**

Animated supporting characters little girl and little boy. Worked with director to meet deadlines and achieve desired shots. Collaborated with 16 artists in the pipeline to keep all shots cohesive. Followed x-sheets and storyboards.

### SKILLS

#### Animation

Character Animation  
Motion Control  
Replacement Animation  
Animation Dialogue  
Prop Animation  
Rig Removal

#### Fabrication

Exterior Set Fabrication  
Interior Set Fabrication  
Organic & Hard-surface Prop Fabrication  
Metal Armature Puppet Making  
Wire Armature Puppet Making  
Puppet Dressing  
3D Modeling

#### Interpersonal

Time Management  
Creative Imagination  
Quick Problem-solver  
Collaboration  
Team Building  
Attention to Detail

#### Tools

Dragonframe  
Adobe After Effects  
Adobe Photoshop  
Blender  
Toonboom

### ACHIEVEMENTS

**First Place, Stop Motion Set**  
Spring Show Exhibition (2024)

**First Place, Stop Motion Character**  
Spring Show Exhibition (2024)

