

# Claus Kogsbøll

Animation Director & VFX Supervisor

## Contact info

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## Resumé

Throughout my 20+ years in the animation and VFX industry I have worked on everything from commercials, music videos and IMAX productions to feature films and computer games.

Starting at Krogh Mortensen Animation back in 2000 as a CG generalist and animator, and then later as both supervisor and director on several productions. In 2007 I joined Ghost VFX as a Visual Effects supervisor and later again as director of animation and digital content on various projects. I have experience with character creation pipelines using different visual styles and techniques, with digital world building and set extensions, as well as simulated effects work. But my main passion has always been on character and story driven content.

I have studied storytelling and writing at the Danish Short- and Documentary Film School and contributed as a story world writer at The Cross Media Academy at The National Film School of Denmark. I have developed and written content and dialogue for several projects including infomercials and interactive productions.

In 2019 after having wrapped up work on The Mandalorian and Rise of Skywalker I decided to leave VFX behind for a while to venture into the world of game creation at IO Interactive as an animation director for both in-game and cinematic content.

## Strengths and Experiences

- Directing and supervising in-house teams and external vendors across various artistic disciplines.
- Strong knowledge of character production pipelines and development.
- Outsourcing setups and supervision.
- Real time engine based work flows.
- Directing voice talent and performance capture actors.
- Story development and writing.

## Work style and inspiration

I enjoy working in a busy and productive environment, and being surrounded by colleagues who inspire and push each other creatively to exceed both our own and our clients' expectations.

Staying updated on new technologies and testing new software and hardware solutions is paramount for me in pushing myself and my team to perform better and stay competitive.

I take pride in motivating my team members and making sure that everyone thrives and feels appreciated for their contribution. I am focused on making sure that communication flows across the team and that both team members and stake holders are included in the decision making process.

On a personal level I love to read – both fiction and non-fiction – and use this as inspiration in my projects and to further develop my skills. I also try to stay updated on current and upcoming TV- and feature film productions, computer game development and related technologies, to stay informed about what is happening across the industries.

Claus Kogsbøll (15-06-78), [MovingPuppets.com](http://MovingPuppets.com), Rugvej 4, 2765 Smørum, email: [claus@movingpuppets.com](mailto:claus@movingpuppets.com)

# Employment

2019-

## **IO Interactive – Animation Director**

Animation Director on a new 007 game, creating the vision and style guide for the animation production. Developing the animation pipeline, setting the direction for character related tech development and building the team infrastructure.

Cinematic director and production supervisor on Hitman 3 cinematics. Responsible for turning scrips into visual storyboards and animatics. Directing voice talent, overseeing visual look development and leading the team of cinematic artists to produce final shots.

2010-2019

## **Ghost VFX – Animation Director and VFX Supervisor**

### Animation Director examples:

- Ready, Set, Move, interactive movie for The Danish Experimentarium and Science North in Canada
- Hero Factory "Invasion from Below", TV series episode
- Fanta Wave, commercial
- Maersk MyHR Portal, infomercial
- One.com, infomercial
- Lego Universe, game cinematic
- Lego Universe, game trailer

### VFX Supervisor examples:

- Rise of Skywalker, feature film
- Mandalorian season 1, American TV series
- The Walking Dead, American TV series
- Hitman 2, computer/console game cinematics, IO-Interactive
- Star Trek Discovery, American TV series
- The Nun, American feature film
- Herrens Veje – Season 1, DR Drama
- Ragnarok – Norwegian feature film, Fante Film (creature development supervisor)
- Borgen – Episode 10, DR Drama

2007-2010

## **Ghost VFX – VFX Supervisor and Animator**

### VFX supervisor examples:

- Lego Bionicle, commercials
- Lego Power Miners, commercials
- Tulip Bear and Tulip Crocodile, commercials
- Viasat Garden Gnomes, commercials

### Animator examples:

- Hellboy 2 – American feature film, Universal Pictures
- Ben 10 Alien Swarm – American TV film
- The Soloist – American feature film, Universal Pictures

2000-2007

## **Krogh Mortensen Animation – Animation Director, VFX Supervisor and Animator**

### Animation Director examples:

- Hungry Hamsters, TV series pilot
- Geberit, product infomercial

#### VFX Supervisor examples:

- Chipz in Black, music video for Fox Kids
- Viggo The Pirate, short film by Jakob Lay
- Jyllandsposten, commercial

#### Animator examples:

- Astro Zoo, Playstation 2 game
- Black and White 2, computer game
- Capital One, commercials

Member of the board between 2004 and 2007.

**1998**

#### **The National Film School of Denmark**

Worked as a technical assistant in the animation department and helped prepping the sound stages for live action shoots.

## Education

**2012-2016**

#### **The Short- and Documentary Film school**

Script writing education

**1999-2000**

#### **Center for Visual Communication – Odense Technical College**

Studied animation, game design and story development

**1994-1997**

#### **High School, Linguistics – Stenløse Gymnasium (Egedal Gymnasium)**

## Courses

**2016**

#### **The Short and Documentary Film School**

Research and fiction writing course – 2 weeks

**2015**

#### **The National Film School of Denmark**

European Cross Media Academy – Story world building for games and TV/Film

**2012**

#### **The Short and Documentary Film School**

Script writing workshop – 5 months (February-June)

**2010**

#### **The Short and Documentary Film School**

Script writing course – 1 week

**2009**

#### **The National Film School of Denmark**

Playmaker – Team management course - 2 day course

**2007**

#### **Cinemateket**

Scriptwriting - the Perfect Pitch – Julian Friedmann – 1 day

**2004**                    **The Animation Workshop**  
Character animation & acting course (Miguel Fuertes, ILM)

## Relevant Work Experience

**2016-**                    Censor and consultant at TrueMax Academy, Copenhagen

**2004**                    Teaching character setup at TrueMax – 3 day course

**1998-1999**            Technical assistant at the National Film School of Denmark