

# CHLOE LINSCOMB

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#### Nature's Bounty

Responsible for character design and 2D rig animation for both characters in Toon Boom Harmony. (00:03-00:09)





Panic

Responsible for 2D Rig animation for the right character. It was animated with a full body master controller rig in Toon Boom Harmony. (00:9-00:16)













## **Smoke Break**

Responsible for 2D animation, compositing, and backgrounds in Toon Boom Harmony and Adobe Photoshop. (00:36-00:43)

## Nature's Bounty

Responsible for rough animation, 2D rig animation, and traditional animation on arms and hands in Toon Boom Harmony. (00:43-00:46)

#### Panic

Responsible for 2D Rig animation for the right character. It was animated with a full body master controller rig in Toon Boom Harmony. (00:47-00:50)

## Nature's Bounty

Responsible for 2D rig animation and clean up/color for some traditional parts of the shot in Toon Boom Harmony. (00:50-00:55)

# Smoke Break

Responsible for character design, backgrounds, compositing, and traditional animation in both Toon Boom Harmony and Adobe Photoshop. (00:55-00:59)

Nature's Bounty Responsible for rough

animation in Toon Boom Harmony. (00:59-01:05)

## Stop Thief!

Responsible for character design, background, traditional animation, and compositing using Adobe Photoshop and Toon Boom Harmony. (01:05-01:11)



**En Garden** Responsible for rough character animation in Toon Boom Harmony. (00:16-00:24)



#### Panic

Responsible for keys and tweens using 2D rig animation in Toon Boom Harmony. (00:24-00:26)





# Smoke Break

Responsible for character design, background, traditional animation/cleanup, and composting in Toon Boom Harmony. (00:26-00:28)

Nature's Bounty Responsible for 2D rig animation in Toon Boom Harmony. (00:28-00:36)