

Logan Swicegood

[Animation Portfolio](#)

[Demo Reel](#)

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PROFESSIONAL EXPERIENCE

Animator/Visualization Artist - *The Third Floor Inc.* / Oct 2020 - Mar 2024 | Oct 2024 - Dec 2025

- Worked as a Visualization Artist on **Marvel, DC, Sony, Universal, and Disney** films. Experience working with a variety of team dynamics, supervisors, and directors.
- Credits including: **Superman, Fantastic Four: First Steps, Twisters, Guardians of the Galaxy Vol. 3**

- Previs

- Keyframe animated characters, creatures, and cameras to create cinematic shots to be filmed on set
- Clean up and enhance motion capture data to fit actions, performance, and timing
- Animated shots to meet director needs, ranging from rapid full-sequence blocking to detailed, emotionally driven animation.
- Lead Cinematic Sequences and provided Layout Master Scenes for sequences and other artists

- Postvis

- Composited together plate photography and computer-generated elements, including full CG Characters
- Keyframe animated characters: Galactus, The Thing, Groot, Krypto, + many more
- Rotomate characters for digi-double, CG additions, and VFX integrations
- Lip Sync animation for Galactus and The Thing (Mostly keyframe, used facial mocap data for some shots)
- Worked with body and facial motion capture data for many characters
- 3D Tracked shots to integrate CG elements into live action plates
- Blue/Green Screen replacement, background extensions, paint outs, roto
- Look development for magical VFX and destruction

- Techvis

- Created technical animations, schematic diagrams, and simulation videos illustrating how to accomplish shots, demonstrating complex technical issues and requirements in a clear and concise manner
- Developed plans for crane shots, blue screen and actor placement, and transferring virtual set movement into real camera movement

Data Imagery Editor - *Apple via Mindlance* / Contract | July 2024 - Oct 2024

- Effectively corrected and approved AI training data for multiple machine learning programs
- Skillfully analyzed and remedied deficiencies by marking 3D generated data

Animator - *pocket.watch* / Contract | April 2024 - July 2024

- Used body and facial motion capture & keyframe animation through Control Rig to create shots for 3D animated cinematics. All animation done within Unreal Engine
- Extremely fast production pipeline, delivering multiple shots per day for Amazon series *Love, Diana*

Product Animation - *Motosurf* / Freelance | August 2023 - January 2024

- Created product animation and still renders for marketing. Modeled, textured, designed look for Motosurf board. Rendered product images for store page.
 - Created technical illustrations for patent filing and product documentation
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EDUCATION

Bachelor of Science in Visualization / Texas A&M University / Graduated May 2020

TECHNICAL SKILLS & SOFTWARE

Character & Creature Animation • Layout • Compositing • MoCap • Rigging • Matchmove • Generalist Skillset
Maya • Nuke • Blender • Unreal Engine • After Effects • PFTrack • Syntheyes • Photoshop
Davinci Resolve • Gaea • Shotgrid • Perforce • Linux