

CARL DOUGLAS

Animator | Pixel Artist | Vector and Digital Illustrator | Game Asset Wrangler

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RECENT WORK



GAMES

STAR COMMAND - [[Link](#)] *Pixel Art* | 2012 - 2013 | *Warballoon Games*

Animating dozens of pre-designed characters, siege weaponry, props, and effects in all isometric compass directions. The animation sheets for each sprite set averaged at about 100-150 frames per set, and I enjoyed great flexibility in the creative decision making for each animation set.

SEALERS - [[Link](#)] *Flash* | 2011 | *Studio Drowtales*

Brought animation to the pre-illustrated tower defense/wave survival game player characters and enemy units by reconstructing prepared PSD files in flash and bringing them to life through the use of Inverse Kinematics (bone rigging) as well as conventional keyframing techniques. Additionally, animating game over/game start screen graphics and creating new spell effects were an extension to my role on the core team.

CROUCHING MONKEY, HIDDEN CHOW (HANGOVER 2 GAME) - [[Link](#)] *Pixel Art/Flash* | 2011 | *Soap Creative*

Player character, enemies, obstacle, and intro artwork and animation. Assets underwent rigorous approval processes to ensure the film studio agreed with all sprite designs, which were based off of actors and animals appearing in the movie.

FANTASY TALES ONLINE - [[Link](#)] *Pixel Art* | 2011 | *In-Dev.*

ELEMENTAL WAR - *Pixel Art* | 2010 - 2012 | *In-Dev.*

FORGE - [[Link](#)] *Pixel Art* | 2008 - 2010 | *In-Dev. (Beta)*

PROPHECIES OF NNAR - [[Link](#)] *Digipaint* | 2011 - 2012 | *In-Dev.*

"CASTLE RUNNER" (WIP Title) - *Pixel Art* | 2011 | *Canceled?*

"COLORBUFFER" (WIP Title) - *Raster Art* | 2011 | *Canceled?*

"CATCHUS" (WIP Title) - *Raster Art* | 2010 - 2011 | *Canceled?*



MUSIC VIDEOS

MEOW - ANAMANAGUCHI - [[Link to segment](#)] *Pixel Art* | 2012 - 2013 | *Mike Scott Animation*

Animated and edited the artwork of several scenes that appeared in the pixel art interlude of a live-action music video for the Chip Rock band, Anamanaguchi. Also created and animated 3D models for some parts of our scenes to be used as angle references and touched up by hand.

WE COME TOGETHER - GOLDFISH - [[Link to video](#)] *Pixel Art* | 2011 - 2012 | *Mike Scott Animation*

I worked on several character animations under the direction of animator Mike Scott for this heavy retro game reference-filled pixel art video. At the time of this writing, the video has over 2.6 million views on YouTube.

WOMAN'S A DEVIL - GOLDFISH - [[Link to segment](#)] *Pixel Art* | 2012 | *Mike Scott Animation*

Another Goldfish video, which featured various art mediums for different segments, I represented the pixel art portion with the closing segment. The approximately 10 - 12 second scene I contributed was a tributary reference to the first game in the Leisure Suit Larry adventure game series.

For more information, **samples of my work**, or **testimonials** from past clients, drop me an email at carldouglas@argylebox.com or peek around at www.ArgyleBox.com



PROFICIENCIES

TECHNICAL SKILLS

Animation (*Flash / Sprites / Banners / Corporate*)
Game Asset Creation (*Tilesets, Sprite Sheets, UI*)
Illustration (*From technical manuals to children's books*)
Photoshop Magic (*'Shopping people into dogs*)

SOFTWARE KNOWLEDGE

Adobe CS6 (*Photoshop, Illustrator, Flash, InDesign*)
Cosmigo ProMotion 6.5 (*Pixel Art and Animation*)
Blender 2.6 (*Intermediate, mostly for prototyping*)
Pencil & Paper Pro 64-bit (*Sketching is all-important!*)