

Zeke Norton

Dual Canadian and US citizen

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AWARD-WINNING CGI ANIMATION DIRECTOR

Video ♦ Film ♦ Television ♦ Games

Senior Director whose work has been widely honoured and recognized. Proven track record of leading studio teams to produce innovative CGI animation. Combines visionary creative philosophy with outstanding technical skills, strong leadership and a true passion for animation excellence.

"As a Director, Zeke's confidence radiates through his entire team. Zeke understands the thoroughness required to make a great piece of art, and this is evident in the time he takes to explain things to his team, especially in the vital pre-production stage when hitting all the marks is crucial."

Frank Caruso, VP Creative, King Features

PROFESSIONAL HIGHLIGHTS

- ❖ Won **Best Director** at the 2003 Leo Awards for the **Scary Godmother** Animated Halloween Special. **Scary Godmother** also picked up the Leo for **Best Animated Program**.
- ❖ Directed DVD feature based on the world-famous **Popeye** property to coincide with the celebration of **Popeye's 75th anniversary**. Spearheaded the beloved icon's transition from 2D to 3D animation to great accolades from the **Popeye** property holders.
- ❖ Directed pre-visualization for **2012**, the \$200 million feature film from **Sony Pictures**.
- ❖ Directed cinematics for award-winning Microsoft Xbox 360 game Viva Piñata.

PROFESSIONAL HISTORY

Image Engine Design

Previsualisation Supervisor (2008 – Present)

Bardel Entertainment

CGI Animation Director (2006 - 2008)

Mainframe Entertainment

CGI Animation Director (1993 - 2005)

Director for 15 years, with responsibility for producing films and television shows in a tight timeframe, delivering the completed shows on budget and by deadline. Duties as Director include designing and blocking all shots based on a script and editing them into a video

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workbook, then assigning each shot to individual animators, giving them direction in camera movement, character acting and lighting.

Very skilled at taking a vision for a project from inception all the way through to post-production, supervising many diverse teams along the way - from writers, actors and sound designers to modelers, animators and FX artists - and making key decisions to shepherd that vision into a completed project.

- ❖ Directed two Halloween specials based on artist Jill Thompson's award-winning children's books, **Scary Godmother** which broke **Cartoon Network's** ratings records for girls 6 to 11 and boys 4 to 8.
- ❖ Created key sequences for live-action feature films such as **2012** and **Night at the Museum 2**.
- ❖ Developed, adapted and Directed the pilot for a mixed CGI and live-action television series based on writer/artist Paul Chadwick's popular **Concrete** graphic novels.
- ❖ Directed projects for such respected clients as **Sony Pictures, Fox Television, Lion's Gate Entertainment, Cartoon Network, Hasbro, DIC Entertainment** and **King Features/Hearst Entertainment**.
- ❖ Directed over 18 hours of high-quality CGI animation, ranging from boys action to squash-and-stretch comedy.
- ❖ Pioneered animation techniques for CGI television as an animator on **Reboot** in the days when **Reboot** was the only series being produced in CGI.

TECHNICAL SKILLS

- ❖ Directing CGI animation for film and television
- ❖ Directing Motion Capture Actors for film and television
- ❖ Directing Voice Actors for film and television
- ❖ Directing for film and television
- ❖ Supervision of CGI animation and visual effects
- ❖ CGI animation, specializing in character animation
- ❖ Non-linear editing of both short and long form projects
- ❖ Strong leadership and communication skills
- ❖ Story Editing of scripts for film and television
- ❖ Translation of scripts into specific shots and scenes
- ❖ ...plus I can do the splits and climb rocks!

SOFTWARE

- ❖ **XSI** and **Mental Ray**
- ❖ Autodesk **Maya**
- ❖ Avid **Media Composer** and **Media Express**
- ❖ Apple **Final Cut Pro** and Adobe **After Effects**
- ❖ **Final Draft**