Caroline Hu

CONTACT

H: 661-252-8782
C: 310-729-8756
E: carolinehudraws@gmail.com

REPRESENTATION: Ellen Mersereau, Esq.
1-323-461-3316
mersereau@earthlink.net

PORTFOLIO WEBSITE
http://www.carolinehu.com

Scan for Info

https://linktr.ee/carolinehu

EXPERIENCE

Assistant Professor
Laguna College of Art and Design, present

Work with faculty in facilitating admissions, registration of students, mentor and advise students in their focus of study and teach up to three classes per semester.

Character Design for Limited Animation: Students are taught to build characters made specifically for limited animation and stop motion, understanding the similar yet different aspects of doing character design within strict confines of the job. In this class, they also learn to do turnarounds, expression sheets and a walk cycle with their designs.

Fundamentals of Character Design: Students are taught the rigors and fundamentals of character design: variation in shapes, silhouette, s-curves, expression sheets, turnarounds, variation in design styles, shapes in perspective.

Storyboarding Fundamentals: Students are taught the basics of story building and storytelling through storyboard. Students were asked to storyboard 4 different types of story: humor, action, drama and personal. By doing these boards, students are taught the fundamentals of visual storytelling, staging, and timing.

Animator
Kenny Scharf Studios, 2020 - present

Animation for NFT's for Kenny's paintings and museum work.

Storyboard Artist
Stoopid Buddy Studios, 2020

Responsible for storyboard and storyboard revisions on Season 11 of Robot Chicken, working closely with the director and writers on the show.

Senior Creative Artist
Warner Bros. Consumer Products, 2007-2019

Responsible for conceptual and production character artwork for all Warner Bros. film and TV properties, including Looney Tunes, Harry Potter, Justic League, and Hanna Barbera in consumer products, including toys, plush, animation, live action films and graphic design for trends and style guides, in which I have worked on a multitude of design styles and mediums.

Associate Producer
Funny Garbage, 2005

Minoriteam (Cartoon Network): animation, storyboard, illustration.

Character Designer, Visual Development, Storyboard
Warner Bros. Animation, 1997-2004

Kangaroo Jack: direct-to-video, storyboard.
Zatanna: www.cartoonmonsoon.com: producer, director.
Ozzy & Drix: Art director, character designer, rough storyboard.
Osmosis Jones: lead character designer for all mainand incidental characters, prop design, story development.
Iron Giant: visual development.
Quest for Camelot: character designer, visual development

Character Designer, Visual Development
Walt Disney Feature Animation, 1995-1997

Fraidy Cat (unreleased)
Fantasia 2000
Dinosaur
Legend of Mulan
Emperor's New Groove
Lion King

Character Designer
Walt Disney Animation, 1998
Three Musketeers: costume design, character development.
Little Mermaid II: ch aracter design.
Lion King II: Simba's Pride: character design and character turnarounds.
Lady & the Tramp II: character design

Character Artist
Disney Consumer Products, 1997-1998
Product design, conceptual design and character art for trends and style guides, character
design, icons, and storybook layout for the following features:
Hunchback of Notre Dame
Hercules
Bug's Life

Adjunct Professor

I teach a variety of courses at the following universities throughout the year, including:
Basic Fundamentals of Animation: Students are taught the basic rules of animation: bouncing ball, squash and stretch, timing, follow through, acting, flour sack and human walk cycles
Fundamentals of Character Design: Students are taught the rigors and fundamentals of character design: variation in shapes, silhouette, s-curves, expression sheets, turnarounds, variation in design styles, shapes in perspective.
Master Design and Story Development: Students were taught to design and develop an adaptation of a song/ poem/ short story, in which they designed characters, layouts, backgrounds pertaining to their project, in essence building a world in which their characters live. They also had to create storyboards, one which is script based and another which is outline based, to further develop and build their concept. Students were also taught a brief overview of color scripting, based on their storyboards.
Storyboarding Fundamentals: Students were taught how to use Storyboard Pro, then are taught the basics of story building and storytelling through storyboard. Students were asked to design and develop characters based on a short story/ song/ poem, and to build a script based storyboard and an outline based storyboard. Students were also taught to do an action board, an emotional storyboard and are shown how to pitch, give feedback as well as take feedback.
Introduction to Animation: Students were taught an overall introduction to animation. Here, they were taught to animate a walk cycle, design and develop characters from which they will learn Storyboard Pro, and create a storyboard based on these characters and world they create. They are also taught a general overview of Photoshop, character design, perspective and layout. Students are also taught to build story-telling in every drawing and idea they create, within the confines of their projects.
Visual and Story Development: Students were taught to design and develop an adaptation of a song/ poem/ short story, in which they designed characters, layouts, backgrounds pertaining to their project, in essence building a world in which their characters live. They also had to create storyboards, one which is script based and another which is outline based, to further develop and build their concept. Students were also taught a brief overview of color scripting, based on their storyboards.
University of Southern California School of Animation, 2014 - present
Chapman University Dodge College of Film and Media Arts, 2019 - present
California State University, Northridge Mike Curb College of Arts, Media and Communication, 2020 - present
Otis College of Art and Design, Summer of Art 2019-present
Syracuse University, 2023-present

EDUCATION

CALIFORNIA INSTITUTE OF THE ARTS, BFA Character Animation

UNIVERSITY OF ARIZONA, BS Accounting & Finance

ACADEMY OF ART UNIVERSITY, MA Visual Development

SKILLS

Adobe Creative Suite
ToonBoom Storyboard Pro
ToonBoom Harmony
SketchUp
Live action storyboard
Black Belt, over 20v years in Kung Fu