

BRODY FROELICH

MOTION GRAPHIC ARTIST / CAMERA OP
(3D + FILM)

brodyisms@gmail.com

385.222.9590

EDUCATION

BA Film Studies
University of Utah / Salt Lake City, UT

SKILLS

Storyboarding - visualizing and planning projects upfront
Creativity - original style and tactics for solving problems
Camerawork - Sony, RED, Canon, CINE-DLSR, gimbals, lighting
Sound - SFX, syncing, recording, music production and editing
Editing - continuity and cinematic appeal, color correction, grading
Creative Suite - Photoshop, After Effects, Illustrator, InDesign
Cinema4D - 3d modeling, character rigging, UV texturing, motion graphics, animation, motion tracking, compositing, expressions

TIMELINE

- 2020 TV Production / 3D Animation / Reality TV Camera Op
Gimbal Camera Op / Art Installation Designer
- 2013 Character rigging / Experimental animation /
Projection Mapping / Graphic Design / 3D Modeling
- 2010 VFX / Film compositing / Camera Operator
Photographer / Permaculture Farmer
- 2008 3D Medical / molecular animation / After Effects
- 2006 2D Digital animation / Hand drawn animation
- 2004 Fine art / Traditional cell animation
- 2001 Film editing / Camera Operator
- 1997 Photography

HAPPY CLIENTS



CREDITS

CAMERA - Operator

- 2021: Bitchin Rides Season 7
- 2020: Bitchin Rides Season 6
- 2020: Re:Paradise Commercial
- 2019: Bitchin Rides Season 5
- 2018: Bitchin Rides Season 4
- 2018: JDM Legends Season 1
- 2017: Bitchin Rides Season 3
- 2017: Ocearch Lowcountry Expedition
- 2016: Bitchin Rides Season 2
- 2013: RAMP Sports Commercial

ART - Graphic Artist / Animator

- 2021: Bitchin Rides Season 7
- 2020: Bitchin Bootcamp Season 1
- 2020: Bitchin Rides Season 6
- 2019: Beyond Bitchin Season 5
- 2019: Bitchin Rides Season 5
- 2018: Beyond Bitchin Season 4
- 2018: Bitchin Rides Season 4
- 2018: JDM Legends Season 1
- 2017: Beyond Bitchin Season 3
- 2017: Bitchin Rides Season 3
- 2016: Beyond Bitchin Season 2
- 2016: Bitchin Rides Season 2
- 2015: Beyond Bitchin Season 1
- 2015: Bitchin Rides Season 1

EDITING - Colorist / Color Grading

- 2021: Bitchin Rides Season 7
- 2020: Bitchin Bootcamp Season 1
- 2020: Bitchin Rides Season 6
- 2019: Bitchin Rides Season 5
- 2018: Bitchin Rides Season 4
- 2018: JDM Legends Season 1
- 2017: Bitchin Rides Season 3
- 2016: Bitchin Rides Season 2
- 2013: Boston Public Library NYE
Projection Mapping
- 2013: RAMP Sports Commercial

PAST WORK:

Animation / Character Rigging (Adobe)

- 3D modeling, texturing, lighting
- re-created based on 2D image
- IK rigging
- Animated walk/run cycle, looped
- Rendered in 4K with alpha keys
- large scale projection, compositing



Film / Animation / Compositing (RAMP Sports)

- Original concept
- Filmed on location
- Expert mountaineering required
- VFX studio shots
- 3D modeling, texturing, lighting
- Keying, compositing
- Grading, color correction
- Motion tracking, rotoscoping
- Editing
- Sound design
- Music composition



3D Animation / Projection Mapping Reel

- 3D modeling from CAD blueprint, pictures or scans
- Texturing, lighting, animation
- Various treatments, layers
- Experiments in projection, style
- Particle and dynamic systems



GET IN TOUCH →

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