

TOM HUMBER

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PROFILE

I am a veteran of the feature animation industry with 35 years of experience spanning both the analog and CGI eras. The first part of my career was spent as a 2D Layout Artist with responsibilities that included drawing backgrounds for scenes, providing tonal reference sketches for background artists, staging the characters as well as defining camera positions & designing camera moves. When I transitioned to the CGI world I continued as a Layout Artist planning camera moves and staging character action in Maya until I moved over to the Art Department as a Set Designer. Throughout all of these roles I worked very closely with my Production Designers, my fellow artists and the Directors to achieve the desired look and style for the films we were working on and provide a road map for the downstream departments to follow.

EXPERIENCE

Concept/Vis Dev Artist at Warner Bros — Nov 2023-June 2025

Concept Set Design for Cat in the Hat feature (release date late 2026)

Freelance Concept Design at Annapurna — Sept 2022-Feb 2023

Concept Set Design for upcoming streaming animated series.

Freelance Concept Designer at Nice Gang, LLC — Feb 2022-November 2022

Concept design for upcoming mobile app game.

Freelance Concept Designer at Hornet — July- August 2022

Concept Set Design for Annie nominated Kroger holiday commercial.

Lead Set Designer at Shapeshifter Films (Annapurna) — 2021-2022

Nimona (2021-2022) Production resumed.

Set Designer at Blue Sky Studios; Greenwich, CT — 2020-2021

Nimona (2020-2021) Production ceased.

Art Director-Sets at Blue Sky Studios; Greenwich, CT — 2017-2019

Spies in Disguise (2017-2019) Art Director-Sets

Set Designer at Blue Sky Studios; Greenwich, CT — 2016-2017

Ferdinand (2016-2017)

Creative Consultant for Set Design at Blue Sky Studios; Greenwich, CT —2016

Ice Age: The Great Egg-Scapade (tv special produced with Arc Productions)

Lead Set Designer at Blue Sky Studios; Greenwich, CT — 2014-2015

Ice Age: Collision Course (2014-2015)

Set Designer at Blue Sky Studios; Greenwich, CT — 2012-2014

The Peanuts Movie (2014)

Rio 2 (2012-2013)

Art Director at Blue Sky Studios; Greenwich, CT — 2010-2011

Ice Age: A Mammoth Christmas (tv special produced with ReelFx, 2010-2011)

Additional Visual Development at Blue Sky Studios; Greenwich, CT — 2010

Ice Age: Continental Drift (2010)

Set Designer at Blue Sky Studios; Greenwich, CT — 2008-2010

Rio (2009-2010)

Ice Age: Dawn of the Dinosaurs (2008-2009)

Surviving Sid (short, 2008)

Workbook layout artist at Blue Sky Studios; Greenwich, CT — 2004-2008

Horton Hears a Who! (2007-2008)

No Time For Nuts (short, 2006)

Ice Age: The Meltdown (2005_2006)

Robots (2004)

Key, Workbook, Journeyman Layout Walt Disney Feature Animation Florida; Orlando, FL — 1993- 2004

Brother Bear (2002-2004, Journeyman Layout Artist)

Lilo & Stitch (2001-2002, Journeyman Layout Artist)

John Henry (short, 1999-2000, Layout Supervisor)

Mulan (1997-1998, Journeyman Layout Artist)

The Hunchback of Notre Dame (1996, Layout Artist)

Pocahontas (1994-1995, Key Layout, Workbook Artist)

The Lion King (1993-1994, Key Layout Artist)

Layout Artist, Storyboard Supervisor at Amblimation; London, England 1990-1993

We're Back! A Dinosaur's Story (1991-1992, Storyboard Supervisor).

An American Tail: Fievel Goes West (1990-1991, Layout Artist)

Layout Artist at Hinton Animation Studios; Ottawa, Canada 1990

The Nutcracker Prince (1990)

Layout Artist, Animator at NY Tech; Central Islip, NY — 1988-1989

Strawberry Fields Forever (1988-1989, sequel to Yellow Submarine, never completed)

Layout Artist at Nelvana; Toronto, Ontario, Canada — 1987

My Pet Monster (tv series, 1987)

Ducktales (1987)

Assistant Animator at Atkinson Crawley Animation; Ottawa, Canada — 1985

For Better or For Worse: The Bestest Present (holiday tv special)

EDUCATION

Sheridan College, Oakville Ontario, Canada

3 year degree program diploma.

SKILLS

Proficient in Photoshop and Procreate. Some knowledge in Illustrator. I am currently adding Blender to my personal workflow for blocking & rapid prototyping. Even though it's early days for me with Blender I was able to get 2 concept sets approved while working on Nimona. We were effectively able to scout layout cameras with the sets.

ADDITIONAL BACKGROUND

I was born and raised in St. Catharines, Ontario, Canada. I am Canadian with American citizenship.

REFERENCES

Michael Knapp - Production Designer

mike@michaelknapp.com

Troy Quane - Director at Dreamworks

troyquane@mac.com

Tyler Carter - Vis Dev Artist at Sony Pictures Animation

tycarterart@gmail.com

John Hurst - Story Artist at Netflix Animation

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Steve McDermott - EFX Animator

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