Tom Bancroft

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PERSONAL STATEMENT

With over 30 years in the Animation and related art industries, I feel I have a lot to say to this generation of up-and-coming artists about integrity, using your abilities to their fullest, the importance of deadlines, working well with others, and living a fulfilling life that isn't just about your work. As well, of course, art instruction on the subjects of drawing, character design, filmmaking, and animation.

WORK EXPERIENCE

Founding member, Animation Head, Lipscomb University- September 2019- Present **CEA Studios, Inc.**

- Co-founded the CEA Studios group at Lipscomb University to introduce talented students to paid, client based projects that will get out into the world.
- Directed, Illustrated, and designed "Titan Man" character mascot for the Tennessee Titans NFL team. Created 19 illustrations for their 2019 season for them to use for all of their social media posts for each game they played.
- Created and Directed the 2020 Season Schedule announcement animated short for the Tennessee Titans that was released in May 2020 worldwide. The project involved myself, another professor and about 20 students in the 3 minute animation production.

Artist in Residence, Animation Program, Lipscomb University- September 2014- Present Nashville, TN

- Created the curriculum/ 4-year grad map for the Animation Undergraduate degree, BFA, BA, and Minor.
- Teach a 3 class load each semester, with 10 hours of office hours.
- Classes I have taught include: Character Design I and II, 2D Animation II, Storyboarding I and II, Visual Development, Action Analysis, and Animation Production.
- Located and interviewed 8 adjunct professors for additional classes in the Animation degree.
- Program has grown 40% every year in the first four years, so far- reaching 80 students by the fifth year.
- Attended the CCA (College Art Instructors Association) convention for the last two

Art Director/ Character Concept designer- April 2016- May 2017 Dearly Designed, Inc.- www.DearlyDesigned.com

- Memphis, TN
 - Working with a small team of writers and marketers for a new girl's children's property in development for an investment group.
 - Providing story, character design, and art direction
 - Building a team of additional artists to illustrate the children's book series
 - Art direction and concept art for the VR element of the book series, which will include CG animation elements that will be interactive for kids.
 - Providing art direction and concept art for the game app elements of the property.

Director/ Developer/ Character Art Director- May 2011- April 2016 Christian Broadcasting Network- www.cbn.com Burbank, CA.

- Originally brought in to develop the "Superbook" TV series. I co-directed the pilot episode, "David and Goliath" as well as developed the entire team and pipeline to create the series.
- Head of Character Design for three seasons (13 episodes per season) the "Superbook" CG animated TV series that has aired on ABC Family, CBN, and worldwide in
- Created hundreds of character designs of main and minor characters for each episode.
- Reviewed 3D character models (based on my character designs) from the animation studio in China, providing them with redline draw over instructions and written notes for every one of the hundreds of character designs and some props.
- Provided animation direction for multiple sequences to the Chinese animation studio.



- Storyboarded many special sequences in episodes and for the opening credits animation.
- Created some special, unique prop designs as needed.
- Worked with the marketing department of CBN to design cover concepts for the second season of Superbook DVDs.
- Reviewed and noted designs of freelance character designers.

Co-Art Director- March 2009- May 2011 Age of Learning, Inc.- www.ABCMouse.com Burbank, CA.

- Along with my co-art director, I was asked to join the fledgling online preschool education website ABCMOUSE.COM to create characters, themes, games, illustrations and UI so it could launch.
- Created most all of the main character's character designs (Including the final version of the company mascot, ABCMouse), landing page illustrations and characters, and layouts for many of the main pages still in use on the site today.
- Created the logo animation for the corporate logo that is used on all products and in nationwide commercials to this day.
- Art directed a team of artists and Flash animators, in both California and Florida, on character art, coloring pages and video games for the site.
- Illustrated over 12 children's books for preschool aged kids in various styles

Founder/ Co-Owner/ Art Director – March 2003- May 2011 Funnypages Productions- www.funnypagesprod.com Franklin, TN

- Founded my animation development company and added in my artistic/business partner Rob Corley.
- Created character designs, animation, comic book, children's book illustrations, publishing projects, storyboards, and visual development for major animation clients around the country.
- Illustrated over 50 children's books and created many original Intellectual Properties as TV series, Feature films, children's books, and comic book series.
- Directed and storyboarded a fully animated Christmas music video for the band Relient
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- Created a new Kids-centric comic book series for DC comics utilizing all of their major and minor hero and villain characters.
- Co-Directed and Co-Created the 22 minute animated TV series pilot "Superbook: A Giant Adventure" for Christian Broadcasting Network
- Co-Art Directed the mega kids educational website ABCMouse.com
- Provided storyboards for the feature film, "Paul Bunyan" with John Goodman as the main character voice.
- Animated on the traditionally animated video game app, "The Act".
- Worked as an outsource art studio for Big Idea Productions (Veggietales) providing storyboards, concept art and character designs on many of their Direct to DVDs as well as their second feature film, "The Pirates that Don't Do Anything".
- Also for Big Idea Productions, I directed 3 episodes and numerous 30 second bumpers
 of their "3-2-1 Penguins" TV series that aired on the ABC network.

Animator - October 2002 - March 2003 Walt Disney Feature Animation - www.disney.com Florida Studio

• Temporarily came back to Disney Animation to help finish the animation of the moose characters, "Rutt and Tuke" for the film "Brother Bear".

Supervising Director/ Character Designer – March 2000- October 2002 Big Idea Productions- www.bigidea.com

Chicago, Illinois

- Learned computer animation using Maya software and created production scenes for the Veggitales video "Esther", along with creating the character design of the main character.
- Storyboards and character designs for the Veggietales feature film, "Jonah"



- Co-created (along with Veggietales creator, Phil Vischer) designed and art directed the style and Supervised Directed the direct to DVD series "Larryboy, the Animated Adventures". We created 5, 22 min.DVD episodes, and 5 shorts.
- Art directed and designed characters for the ancillary chapter book series for the "Larryboy the Animated Adventures".

Supervising Animator – February 1989- March 2000 Walt Disney Feature Animation - www.disney.com Florida Studio

- Created traditional animation for the Disney feature films during what has been dubbed "The Second Golden Age" of Disney animation
- Began my Disney career in the clean up animation department on the film "The Rescuer's Down Under" as well as shorts "Roller Coaster Rabbit" and "Off His Rockers".
- I animated main characters in the films: "Beauty and the Beast", "Aladdin", "The Lion King", "Pocahontas", "Mulan", "Tarzan", "Atlantis", and "Brother Bear".
- Became Supervising Animator of the dragon character "Mushu" in the film "Mulan". I
 created the final character design of Mushu, the modelsheets for others to follow,
 supervised 5 animators and a large group of clean up artists on the MUSHU team,
 created the main animation of Mushu, met with the voice actor, Eddie Murphy, and
 provided art direction and draw overs for licensed products for McDonalds and other
 companies.
- Animated on shorts "Trail Mix Up", "John Henry", and "Off His Rockers" as well as created animation for other Disney Special projects for the theme parks and commercials.
- Asked by Disney Animation to be on the Review Board at many times within my career there. In this position, I was asked to review portfolios that were submitted to Disney Animation by artists wanting to be hired in a variety of positions within the studio.
- Was sent to many art schools to lecture or review portfolios as a representative of Disney Feature Animation.
- Disney Publicity asked me to give numerous radio, TV, and newspaper interviews regarding various projects I contributed to throughout my Disney career.

EDUCATION

I attended the world-renowned California Institute of the Arts to study Character Animation from the best animators in the world.

Character Animation Program – August 1987 – December 1988 California Institute of the Arts

- Major line of study was the art of creating and bringing to life characters. Figure and animal study/ drawing and filmmaking principles like storyboarding were also a large focus. Principles of drawing like perspective, color theory, and design were also taught.
- Many of my instructors were the top art directors, animators, and directors of the second generation of Disney classic films. I was trained by the BEST.

A-Level grades

PERSONAL INTERESTS

- President, Doug The Pug Productions, LLC. I have created a partnership with the owners of itsdougthepug.com, the social networking celebrity "Doug the Pug" with 12 Million followers, to create an animated TV series around him. Development is complete and a pilot episode is in production presently.
- President/ Co-Owner of a social networking app called "Sketchbite" (which delivers daily drawing suggestions to encourage artists around the world to draw a sketch a day and upload it into the app to share with thousands of other artists
- President/ Co-Owner of TaughtByAPro.com web business that is a art instruction website where seasoned animation, comic book, cartooning, and illustration artists can upload art instruction demonstration videos so up and coming artists around the world can tap into Professional art instruction any time of the day, on any place on Earth.
- Co-Host/ Founder of "The Bancroft Brothers Animation Podcast" which is published every two
 weeks on iTunes. I co-host the show with my identical twin brother, Tony, who is also a seasoned
 Disney animation professional. Together, we have created over 50 podcasts that entertain,
 instruct and inspire artists around the world. It is the most popular animation podcast on iTunes.



- Wrote, illustrated, and self published a 4 issue comic book series called "Opposite Forces". I
 marketed it, distributed it nationally, and sold it at San Diego Comic con and other comic book
 conventions nationally.
- Social Networking. I try and produce a sketch a day and post it or other posts on life/art instruction to my Instagram, Twitter, Tumblr, Facebook, and DeviantArt pages. I have a following of hundreds of thousands. For example, my Instagram account is followed by over 130,000 people, with each of my other accounts also featuring followers in the thousands or tens of thousands.
- Produced my original web comic strip online for two years, called "Outnumbered".
- I am a former church instructor to the 2-4 year olds Sunday school class at the church I attend,
 Fellowship Bible Church.

AWARDS AND HONORS

- Asked to speak/ give a demonstration to underprivileged HS students and their instructors at the Kennedy Center
- Member of the National Cartoonist Society
- Awarded entry into the Chicago Children's Film Festival with a short film I directed for Big Idea Productions
- Nominated for an Annie Award for Best Animation from ASIFA (Animation Society)
- Nominated for a Ruben Division Award twice from the National Cartoonist Society (once for Best Animation and another for Best Comic Book).
- Awarded the 2014 "Lifetime Achievement Award" from Nemo Academy, Florence, Italy.
- Amazon.com has listed both of my character design art instruction books (Creating Characters
 with Personality and Character Mentor) in the TOP TEN of all book sells in the "Drawing" category
 many times over the last ten years.

ACHIEVEMENTS

- Wrote and illustrated two best-selling Character Design art instruction books "Creating Characters with Personality" (Random House) and "Character Mentor" (Taylor and Francis).
 They have become required textbooks on the subject of character design at schools all over the world.
- I am co-host, co-creator of the #1 Animation podcast on APPLE, "The Bancroft Brothers Animation Podcast" with over 160 episodes since 2016.
- I created the worldwide drawing event, "#MerMay" on Instagram in 2016 and it has grown to
 involve hundreds of thousands of artists (and even more eyes) from all over the world, with
 sponsorships, gallery events, and prizes donated for the event every May.
- I created 4 successfully funded Kickstarter projects: a graphic novel collection of my "Opposite Forces" comic series and an "Art of Tom Bancroft" hardcover, color, self published book and in 2017, I created "SketchPlanner", a daily planner and a sketchbook combined.
- Co-authored a book about the career of being an animator, with my career as the example, entitled "The Coolest Jobs on the Planet: Animator" from UK publisher Raintree.
- Asked by Disney Worldwide Publishing to write the Introduction to the "Art of Disney's Dragons" book published by Disney Editions. My artwork of Mushu the Dragon ("Mulan") was featured throughout the book, along with other classic Disney dragon concept artwork.
- Co-Owned/ Founded the studio Funnypages Productions and ran it successfully in Nashville, TN for over 8 years.
- Was asked by Disney Theatrical to design and illustrate a series of 10 limited edition VIP posters for the "Aladdin, "The Lion King", and "Frozen" theatrical openings of the shows in the US (Traveling), Broadway, and international theatres that would be given to the cast and VIPs.
- Lectured on the subjects of Animation and Character design at art schools and animation/video game studios around the world Including: Electronic Arts (Florida), SCAD (GA), Ringling College of Art and Design (Florida), UT,Knoxville, Nemo Academy (Florence, Italy), Algonquin College (Ottawa, CA), and many others.
- Have created freelance art, character designs, or illustration for the every part of the
 entertainment industry including comic book illustration, video game design, toy design, app
 development, kids website design, illustration, TV and Film animation, commercials, comic strips
 for clients like Disney, DC comics, Marvel Licensing, Scholastic, Random House, Hasbro, Warner Brothers,
 Big Idea Productions, Warner Brothers, CBN, Scholastic, NavPress, Thomas Nelson, and Zondervan.

FAMILY

I am the father to four daughters and husband to one wife (married 31 years), living in Franklin, TN since 2003. I attend the Church of the City in Franklin, TN.

REFERENCES

References are available on request.

