

# TORI CAMPBELL

## Motion Capture Specialist

www.toricampbell.org   tori.campbell.mocap@gmail.com   (317)-349-1090

---

### EDUCATION

The Ohio State University – M.F.A. Design

2017 – 2020

Savannah College of Art and Design – B.F.A. Animation

2013 – 2017

---

### PROFESSIONAL EXPERIENCE

#### 2K

June 2020 – present

- *Motion Capture Stage Technician*
  - System calibrations, marking talent, data quality assurance, real time capture, facial capture, maintenance of mocap volume

#### Activision

May 2019 – August 2019

- *Motion Capture and Animation Intern*
  - Research and development for next generation game character pipelines
  - Utilizing development software and hardware for performance capture
  - System calibrations, suiting actors, actor likeness acquisition, subject calibrations

#### House of Moves

June 2018 – July 2018

- *Motion Capture and Animation Intern*
  - System calibrations, aiming and focusing cameras, suiting actors, creating custom VSTs and VSKs, subject calibrations, rough animation tests

#### Ohio State University

August 2017 – May 2020

- *Motion Capture Graduate Research Associate*
  - System calibrations, aiming and focusing cameras, suiting actors, creating custom VSTs and VSKs, subject calibrations, rough animation tests
  - Worked on grant funded research and development involving motion capture and virtual reality data
  - Worked in helping students within motion capture and animation classes on projects, troubleshooting and assisting on data work

#### Walt Disney World

February 2014 – June 2015

- *Attractions Cast Member*
    - Operated mechanical equipment while ensuring the safety and enjoyment of guests
- 

### PROGRAMS

- Vicon Blade, Vicon Pegasus, Vicon Shogun
- Autodesk Maya, Autodesk MotionBuilder
- Adobe AfterEffects, Adobe Illustrator, Adobe Photoshop, Adobe Premiere
- Faceware, Dynamixyz, Unity