

Desirae Moore

Stop Motion Animator & Fabricator

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EXPERIENCE

Studio X, San Francisco, CA — Stop Motion Animator & Fabricator September 2022 - PRESENT

Create expressive character animations exhibiting a wide range of emotions and actions using Dragonframe. Create replacement animation. Use motion control rigs. Work with the director and producer to meet deadlines on budget. Brainstorm ideas with other artists in the animation pipeline. Fabricate stop motion sets and puppets. Create identical fabricated elements in different scales for shooting.

Academy of Art University, San Francisco, CA — Stop Motion Lab Tech Work-study September 2023 - PRESENT

Check out stop motion equipment to animation students. Troubleshoot software and hardware issues. Use Dragonframe and Adobe After Effects. Set up lighting and sets for filming.

EDUCATION

BFA Traditional Animation & Visual Effects, Emphasis in Stop Motion, San Francisco, CA — Academy of Art University 2021 - 2025

Courses included Stop Motion 1 & 2, Stop Motion Set Design, Puppet Making, Acting for the Artist, Perspective, Traditional Animation 1 & 2, Storyboarding, History of Animation, History of Visual Effects, Film History, & Physics for the Artist.

PROJECTS

Stop Motion Animator, Director, & Fabricator — “Rusty’s Fluttery Friend” animated short film (2023-2025)

Developed the concept and story. Animated bipedal lead character Rusty the Robot and supporting character Butterfly. Directed a team of 5 other artists in the pipeline. Set deadlines for fabrication and animation scene by scene. All sets and props were completed after 9 months, puppets were completed after 4 months, and animation for the film was completed in 2 months. Applied subtle and exaggerated character animation, motion control animation, replacement, and 2D animation in scenes. Experimented with composition and animation to compose wholesome as well as unsettling shots.

Stop Motion Animator, — “The Golden Calf” animated short film (2023-2024)

Animated supporting characters little girl and little boy. Worked with director to meet deadlines and achieve desired shots. Collaborated with 16 artists in the pipeline to keep all shots cohesive. Followed x-sheets and storyboards. Experimented with the director to discover the most riveting compositions and animations for the horror mood of the film.

SKILLS

2D and Stop Motion Animation
Character Animation
Motion Control
Replacement Animation
Animation Dialogue
Prop Animation
Rig Removal

Fabrication
Exterior Set Fabrication
Interior Set Fabrication
Organic & Hard-surface Prop
Fabrication
Metal Armature Puppet Making
Wire Armature Puppet Making
Puppet Dressing
3D Modeling

Interpersonal
Time Management
Creative Imagination
Quick Problem-solver
Collaboration
Team Building
Attention to Detail

Tools
Dragonframe
Adobe After Effects
Adobe Photoshop
Blender
Toonboom

ACHIEVEMENTS

First Place Spring Show Exhibition
(2024, 2025)

Best Stop Motion Short, Best Stop Motion Puppet, Best Stop Motion Set, Best Stop Motion Character

