

Gene Vandervoort is a freelance/ animator whose drawings are character-driven by Corel® Painter™ and Toon Boom Studio

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Gene Vandervoort
Freelance Illustrator / Animator
Characters ink



Name:

Gene Vandervoort

Occupation/Profession:

Freelance illustrator / animator

Company:

Characters ink (start up)

Location:

Prescott, Arizona

How long have you been in this profession?

Approximately 30 years, although I just got into animation in early 1990's. I graduated from the Colorado Institute of Art in Denver, majoring in illustration and cartooning. I worked a few jobs, but eventually went out on my own as a freelancer and began to build a library of videos and books and magazines.

What are your most important accomplishments?

It's hard to say. Most of my work has been in local Southern California and Northern Arizona. I've done illustrations in all mediums from simple black and white line drawings to complex full color paintings and renderings. I've worked mostly in advertising, but I have also done book and magazine illustrations, corporate and institutional. I have done cartooning for many purposes; magazines, newspapers, books and slide presentations etc. I've done full-page panel cartoons in a monthly motorcycle magazine, monthly and weekly multi and single panel cartoons for many purposes.

At present I am doing a demo reel and trying to start my own company called Characters ink.

What's your history with Corel Painter and Toon Boom Studio?

I started working in Painter in about 1994. I was working for a small animation studio as a background artist and we used Painter. I worked there off and on until 1999. I also use Painter in my freelance business, continuing today.

Why did you choose to combine both products?

I use Painter backgrounds to get away from the overly clean look you often get with animations done in Macromedia Flash.

What kind of animation do you create?

I am mostly a character animator trying to do subjects with moral values whenever possible. In 1997 I was working at a little studio in Santa Ana, CA, mostly as a background artist. As the schedule changed I was able to do some inbetweening and was given a couple of short sequences of character key frame animation. Clean up was also part of my duties. I tried to be as versatile as possible and volunteered to do various tasks in the studio. I did cell coloring on US animation workstations, and even did animation checking.

What are your favorite features in Corel Painter and Toon Boom Studio?

Again, that's hard to answer. I am essentially a watercolorist so that's the feature I use the most in Painter. And I really like the airbrushes of course. With regards to Toon Boom Studio, I like the very user friendly drawing and painting mode, and also the powerful scene-planning mode.

What are the Corel Painter and Toon Boom Studio features that allow you to distinguish your animation productions?

I think the main benefit of the combination of Painter and Toon Boom Studio is that I can create animation with textured, bitmap images, compared to the vector look of Flash.

Is it possible to get the same results with other digital painting and animation software?

It might be possible, but only with the very expensive ones, which I can't afford. The combination of Painter and Toon Boom Studio is a Godsend for me!



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