

Resume Jeroen Koffeman



Personalia

Name: Jeroen Koffeman
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Date of birth: 27-1-1990
Place of birth: Emmeloord
Nationality: Dutch

Commissions

2013

Willem van Oranje, Selfie
Client: House of Visual Culture in Breda.
Techniques: Xsense Motion capture suit , MVN Studio, Zbrush, Maya, Aftereffects.

2012-2013

Quiz Animations for the Dutch tv-show 2voor12
Client: VARA
Techniques: Tvpaint, Blender, Zbrush, Aftereffects,

2014

Afvalwaterbeheer in één hand
Client: Waterschap Zuiderzeeland
Funny infographic about the polder boards
2d animation and direction

2015

Woezel & Pip, Seizoen 3
Client: Illuster bv
Rigging en Animatie

2015

Woezel & Pip, Op zoek naar de sloddervos (Feature film)
Client: Illuster bv and Tom de Mol Productions
Head Rigging, also did some effects animations

2015

Cultivating Probability, videoinstallatie met motion capture animatie
Client: Marjolijn Dijkman
Motion Capture en 3d animatie

2016

Prospects of Interception, videoinstallatie met 3d animatie
Client: Marjolijn Dijkman
3d animatie

2016-2018

My Magic Pet Morphle
Client: Van Merwijk Producties
Rigging, (some) animation and Software development

2017

The Amazing inventures of Zac and Smart-E
Educational animation series for Kunskapskolan

Client: HammerSmith Hardmen Media (Ramon Verberne and Ernst-Jan van Melle)
Rigging, direction and animation of c.a 20 3-minute animations in Moho.

2017

Film: 2020

Client: Robert Glas

Kinect-sensor depth recording, file handling and software guidance in Unity3d

Workshops and Presentations

2016 and 2017

Xsense motion capture workshop for animation students.

Client: akv. St. Joost

2014

Xsense motion capture presentation during Value Increased by Visual Design(VIVID) International Conference, Podium Bloos, Breda.

Client: akv. St. Joost

2014

Xsense motion capture presentation in Eye Film Institute, Amsterdam. Part of St. Joost program: Stranger than Fiction.

2013

SPOT: Den Haag, Netherlands (One week animation workshop)

INCA ACAM: Llinar del Vallès, Spain (One day animation workshop)

My Life is Film: Mardin, Turkey (One day animation workshop)

Education

2017

v2 workshop, collaborative machine learning

2016

Schoolism CopenHagen Workshop

2013-2014

Animation Master, St. Joost Acedemy for Art & Design

Courses: Storyboarding (Hisko Hulsing), Scenario Writing(Sytske Kok), Concept and Development(Leon van Rooij & Maarten Koopman), Sound Design (Renée Merkelbach) Tvpaint animation(Peter Wassink), Research skills(Annemarie Quispel), Research counseling(Sarah Lugthart), Entrepreneurship (Fred van Hoek),

2012-2013

Educational Studies at Utrecht University, Faculty of Humanities

Course certificate: Introduction to Educational Design

2007-2013

Bachelor of Design with Honours, Animation at Utrecht School of the Arts, Faculty of Art, Media & Technology

Courses: Animation Concept & Development(Egbert de Ruiter & Roelof van den Berg), 3d animation in Maya(Bobby de Groot), Editing & Compositing(Rollof de Jeu), Drawing (Ronald Nijhof), Zbrush-Sculpting (Ivo Diependaal), Character Design and Composition (Patrick Schoenmaker), Animation Principles (Roelof van den Berg, Peter Wassink, Marissa Delbressine) Film Semiotics (Judith Franco), Animation History(Yvonne van Ulden)

2001-2007

VWO Zuyderzeecollege Emmeloord

Internships

2009

Studio Rosto AD, 3d Storyboarding(previs) on Mixed-Media film The Monster of Nix(2011)

Technique: Cinema4d

2009

Motion Graphics Marissa Delbressine, 2d Concept drawings, 2d character animation and coloring

Techniques: Tvpaint, Photoshop. Pencil drawings.

2011

Intercultural Design Program in Ghana, mixed-media Film
Clients: Unicef Ghana, Plan Nederland and Accra Polytechnic.
Techniques: Tvpaint, Maya, Zbrush, Aftereffects

2014

Participated in Fête de l'Animation in Lille, and created a part of the 3d animation for the Animation Challenge.
Techniques: Maya, Zbrush

Software knowledge

2d

Moho, Tvpaint-Animation, Adobe Flash, ToonBoom (novice), Adobe Photoshop, Adobe Illustrator.
Skills: Drawing, Storyboarding, Character Design, Backgrounds/layout, Stylesheets, 2d Animation

3d

Maya, Cinema4d, Blender, Zbrush. MVN-Studio, Motion Builder, Unity3d
Skills: 3d animation, animatics/previsualisations, rigging, Motion Capture, Dynamics, Character Design, texturing. Low-poly Modeling and rigging for games. Brekel Hands Pro. Brekel Pointcloud Pro. Using Unity3d as animation package.

Editing & Post

Adobe Aftereffects, Final Cut Pro, Adobe Premiere
Skills: Complex compositing, 2d and 3d tracking, Keying, Matte Painting Compositing, 3d cameras in Aftereffects, Advanced Particle Effects using Trapcode Particular and Form, Puppets using DUIK, Color Correction, continuity-editing,

Programming

javascript, c#, lua, Mel script, Z-Script(Zbrush)
Experienced with writing plugins for Moho, Adobe software, Maya and Toonboom.

Biography

Jeroen Koffeman (1990) always loved drawing and animation. As a child, when asked what he wanted to be when he grew up, he always replied: 'filmTekenaar' Dutch for something like 'film illustrator'. For him animation is a way to manifest his visually imaginative mind. His fascination is with creating emerging worlds, characters and movement that will capture the attention and amuse the audience.

Arts Education

After finishing high school he applied for the Bachelor in Animation at Utrecht School of the Arts. Here he learned the basics of animation principles, cinematography and storytelling, and gained working experience through internships and group projects.

He did an internship at Studio Rosto, where he worked close with the director on the previsualization of the award winning Monster of Nix (2011). Together with filmmakers he created a media show for the Shanghai World Expo, blending animation, live-action film and live performance. During a three month student exchange in Ghana, he made the animation for The Turtle and the Village (2011), a film designed to raise hygiene awareness in rural Ghana.

His graduation film, **The Myth of Fire**(2012), a hand drawn animated South-African tale, was inspired by traditional African storytelling. It displays his personal style: A fascination for effectively blending analogous and digital techniques of image making.

Koffeman now works as a 2d- 3d- and effects animator under the name of **KoffCreative**.

To deepen his knowledge about animation filmmaking and the new context that animation has in society, in 2013 he started the one year **Master of Animation** at the **St. Joost Academy of Art & Design**. He investigated motion capture technology, movement and acting theories for character-animation, resulting in the 3d comic short **Lord of the flies**(2014), which was screened at Annecy and Comic-Con in Spike & Mikes animation festival.

Working Life

After a commission for the local water authorities, he worked as rigger and animator on the TV-Series and later the film of **Woezel en Pip** with Illuster bv. For the film he developed a technique for more perspective movements of characters. This technique he later developed further with Arthur van Merwyk, creator of the very popular youtube series: **My Magic Pet Morphle**, where he was

responsible for technical development. Besides that he worked on shorter commissions with Artists Marjolijn Dijkman and Robert Glas.

Another long and exciting commission was the **Amazing inventions of Zac and Smart-E**. A 2d-digital cutout animated series for primary school education, produced, written and designed by then newly formed studio HammerSmith Hardmen Media.