

Jeff Schu

Senior Character Animator

Sony Pictures Imageworks' Jeff Schu, is currently a lead animator on the upcoming family adventure film, G-FORCE. In this role, he is responsible for a team of 10 animators who are creating performances for 438 dancing cockroaches and 200 menacing home appliances, not to mention adventurous, acrobatic and smooth dancing guinea pigs.

Prior to G-FORCE, Schu was a lead animator on SPEED RACER where he oversaw the animation on part of the dry lake race, one of the main car race sequences. In that same year, Schu served as a lead animator on EAGLE EYE where he oversaw the animation of a high tech UAV, an f14, missiles, spy drones and some very dangerous electric cables.

In 2007, Schu was the lead animator on I AM LEGEND and BEOWULF and was an animator on the Academy Award® nominated film for best animated feature, SURF'S UP. Prior to this, Schu served as lead animator on MONSTER HOUSE and THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE,

Schu joined Imageworks in 2003 as a lead character animator, working on the CG feature film, THE POLAR EXPRESS.

Prior to joining Imageworks, Schu worked at Square Pictures in Hawaii, where he was one of the key animators on Aki Ross, the leading lady of the film FINAL FANTASY. When animation was complete, he moved into the compositing department where he learned Shake and Illusion. Also while at Square, Schu worked in layout, character animation, and compositing on THE ANIMATRIX: THE FINAL FLIGHT OF THE OSIRIS, to help produce the 10-minute short.

With the closing of Square, he resumed his freelance work, picking up Flash MX to create online training materials for government agencies. He also created 3D models used in virtual training modules for the University of Hawaii, and started working to produce his own short animation.

Jeff started his artistic career after leaving the military in 1984 and starting work as a graphic artist and illustrator with various magazines, advertising companies and as a freelance artist. While he was using his computer for design and print medium, he realized the potential for animation and began to learn and apply the basic concepts of traditional animation on his Apple Macintosh SE, and soon landed his first character animator position.