

# EVGENI TOMOV

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Born: 08.08.1960

Citizenships: Canadian; Bulgarian

## QUALIFICATIONS

I am a visual artist specialised in illustration, production design/art direction of feature animation films and TV animation series.

## EDUCATION

1980- 1986:

I was a full time student and graduated with Master Degree in Fine Arts and Illustration from "Nikolai Pavlovitch" University, Sofia, Bulgaria.

## EMPLOYMENT

**January 2008 – present**

Production Designer for the 3D feature animated film "Arthur Christmas", an Aardman Animations / Sony Entertainment co-production currently in pre-production in Bristol, UK

**February 2005 – November 2008**

Production Designer for the 3D feature animated film

"The Tale of Despereaux", a Universal Pictures project in post-production in London, UK.

**September 2004 - June 2006**

Production Designer/Art Director for the animated feature film "The Illusionist", produced by Pathe France. Together with the director Sylvain Chomet I was developing the visual style and environment designs for the film at studio Django in Edinburgh, UK. The project is currently in production.

**June – Aug 2004**

Production Designer/Art Director for the development of the 2D feature animated film "Barbacoa", (personal project of the director Sylvain Chomet) at studio Django in Edinburgh, UK.

**April – June 2004**

Production Designer/Art Director for the development of the 3D feature animated film "Beaks!": a Dimension (Miramax) project developed in Edinburgh, UK.

Together with the director Sylvain Chomet I developed the visual style for both: environment and characters. The project was not completed.

**July 2003 - March 2004**

Art Director for the feature 3D animated film "Happily N'Ever After" in Berlin, Germany German / American co-production, produced by BAF Berlin Animation Film GmbH&Co Productions KG, Berlin, Germany, and John Williams ("Shrek") on the American side.

My responsibilities included colour visual development: creating colour keys and reference paintings, as well creative consulting for the 3D team. I left the project early in the production, as I did not feel satisfied by the direction of the visual style pursued. (not credited)

**October 2002 – July 2003**

Art Director for two computer games: "Fas Antiquitas" – a massive multiplayer online computer game and "Circus Tycoon", both produced by Reality Flux in Montreal, Canada. "Fas Antiquitas" project was abandoned by the developer for business reasons.

My responsibilities included developing of the visual style of the game, creating concept art for both: characters and environment, as well creative supervision of the entire artistic team.

**July 1999 - June 2002:**

Production designer/Art director for the animated feature film "The Triplets of Belleville" (aka "Belleville Rendezvous" in the UK): a France / Canada / Belgium co-production directed by Sylvain Chomet, produced in Montreal, Canada.

My responsibilities included: concept design and development of the main locations; layout supervision. After the completion of the background design I was leading the BG painting team. I had to establish the colour atmosphere of the different sequences and paint some of the reference backgrounds, as well coordinate and correct the production of the team.

"The Triplets of Belleville" was voted the Best Animated Film for 2003 by the New York and Boston Film Critics Circles. It also won the awards for Best Animated Feature Film and Best Music Score for 2003 by LA Film Critics (LAFCA).

The film was in the Official Selection at the Cannes Film Festival 2003, as well at numerous other film festivals, such as: Telluride (Colorado), Toronto, Montreal and Hamburg. In 2004 it was nominated for an Oscar in the Best Animated Feature category; received two Cesar nominations in France and a BAFTA nomination for Best Non-English language foreign film. It received the BBC-4 award for Best Foreign Film for 2003.

**1997-1999:**

Environment design supervisor for CINAR Animation, Montreal, Canada.

During this period I did the development and the production supervision of two TV series for children: "Animal Crackers" and "Mona the Vampire". Each consisted of 26 episodes of 22 minutes. I also worked on other kids TV series such as "Arthur", "Ivanhoe" and "Caillou".

**June-December 1996:**

Background painter for Cactus Animation, Montreal, Canada.

I was working on a thirteen episode TV series "Fennec Detective": France/Canada co-production.

**1995:**

I was working as an assistant Art Director on the short animated film (24 min.) "The Old Lady and the Pigeons", France / Canada co-production, directed by Sylvain Chomet, produced in Montreal, Canada.

In 1997 the film was nominated for an Oscar in USA and for Cesar in Europe. It also received first prizes at various animation festivals such as:

-World Animation Celebration, LA, California, 1997

-Annecy, France, 1997

**1990- 2002:**

I was working as a freelance illustrator and art director for advertising companies in Montreal, Canada. Numerous projects were produced in collaboration with "David&Goliath" agency. Clients include Royal Bank, L'Orchestre Symphonique de Montreal (OSM), Lotto Quebec and others.

**1986- 1990:**

I was living in Sofia, Bulgaria and working as a freelance illustrator and live drawing teacher.

**PRESS&MEDIA:**

Animwatch (website specialized in animation) – Nov. 2003:

Exclusive interview

(<http://www.animwatch.com/Feature04-Triplets.php>)

Globe and Mail (largest national newspaper in Canada) – Jan. 12, 2004:

Article with interview

Voir – Montreal, Canada – Jan. 2004:

Article with interview

Dallas Morning Sun – Feb. 2004:

Article with interview

Rave Magazine (Paul Rankin), Sydney, Australia – March 2004:

Interview

"Camera, Action" (Adam Bowland) – radio show, Sydney, Australia:

Radio Interview

Inpress Magazine (Anthony Carew), Sydney, Australia:

Article with interview

SBS radio (Danielle Kemp), Melbourne, Australia:

Radio Interview