



# Leo de Wijs

ART DIRECTOR, PRODUCTION DESIGNER,  
CONCEPT ARTIST & ILLUSTRATOR

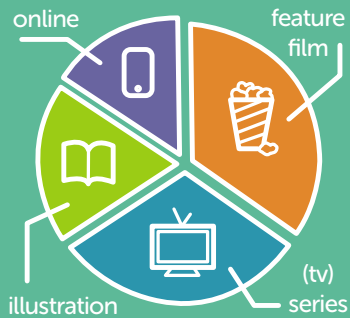
I'm a visual artist specialised in visual development and art direction for animation productions. But I have a hunger to all kinds of creative challenges, like designing visual identities, illustrating children picture books, make water color paintings, sculpt, design stained glass windows and visualise all kinds of spaces.

I graduated with a master of Arts and Design at the HKU in the Netherlands in 2007 and am freelance since 2008. I happily live and work in Amsterdam and work as an independent art director and production designer for many animation productions studios in the Netherlands and abroad.





## CONTACT

-  [www.leodewijs.nl](http://www.leodewijs.nl)
-  [info@leodewijs.nl](mailto:info@leodewijs.nl)
-  +31[0]6-27163876
-  Javastraat 118-2  
1094HP Amsterdam  
The Netherlands
-  October 30th 1982

## PROJECT NATURE



## PUBLICATIONS

-  2020  
**Ferry's tale of Pig Island**  
role: illustrator  
Author: Kendrick Delany  
Publisher: Kendrick Delany
-  2017  
**Looking for Lightning**  
Interactive picture book  
role: illustrator, animator  
Author: Christiaan Coenraads  
Publisher: Het Woeste Woud
-  2014  
**Het Bloedhuis**  
role: illustrator  
Author: Manon Sikkell  
Publisher: Delubas
-  2013  
**Het Plaaghuis**  
role: illustrator  
Author: Gerard Sonnemans  
Publisher: Delubas

## WORK EXPERIENCE

2020-10/  
present

**PHANTAVISION** (production studio, NL)

Role: **production designer / art direction**



Project highlights:

**"Dikkie Dik – de film"** (working title) (T.B.A.) Feature film, (2D)

Responsible for the production style / artistic development and environmental / set design.

2019-09/  
2021-11

**VIKING FILM** (production studio, NL)

Role: **set designer / art direction**



Project highlights:

**"De Wraak van Knor"** (2022) Feature film, (3D stopmotion)

Responsible for (conceptual) set design and art direction.

2016-01/  
present

**SUBMARINE STUDIO** (production studio, NL)

Role: **production designer / art direction**



Project highlights:

**"Fox and Hare Save the Forest"** (T.B.A.) Feature film, (3D)

Responsible for the set/location designs as a base for the 3D modelers and storyboarding various sequences of the animatic.



**"Fox and Hare"** (2018) Animated Series (3D season 1) , (3D)

Designed the set/location as a base for the 3D modellers.



**"The Wellie Wishers"** Animated Series (2017) (2D, season1, 26x11")  
for American Girl/ HIT Entertainment

Responsible for the background art design / supervision.

2016-11/  
2021-07

**DR. PANDA LIMITED** (game company, HK)

Role: **production designer / art direction**



Project highlights:

**"Dr. Panda Animated Series"** 3D, season 1 (2018), 39x6"  
season 2, 39x6" currently in preproduction (2022)

Responsible for the design for the series (sets and props) as production designer and art director.

## EDUCATION

2006-2007

**Master of Arts and Design, London Open University**

speciality: European Media (Hilversum)

2003-2006

**HBO Bachelor of Design speciality: animation**

Hogeschool voor de Kunsten Utrecht

1999-2003

**MBO Graphic Design**

Grafisch Lyceum Amsterdam

## SKILL & EXPERTISE



## INTERESTS & HOBBIES

Gardening      Sketching  
Walking        Stained glass  
Sculpting      History  
Gaming         City planning

2017-11/  
2018-10

**KA-CHING CARTOONS** (animation studio, NL)

Role: **production designer / art direction**



Project highlights:

**"De Tand Des Tijds"** (2019) Feature film, (2D)

Responsible for set/background concept, art-direction and partially project management.

2018-07/  
2018-09

**LEMMING FILM** (production studio, NL)

Role: **production designer / art direction**



Project highlights:

**"Mat and Pat the Movie"** (T.B.A.) Feature film, (3D stopmotion)

I was responsible for character design, set/background concept and art-direction in preproduction.

2013-07/  
2017-02

**MALMBERG** (educative publisher, NL)

Role: **Art director, character design, storyboarding, animation**



Project highlights:

**"Family Pluym"** (2015) Educative software for children

Responsible for art-direction, visual, story & character development (story world) storyboarding (about 45 min animation)

2008-11/  
2017-12

**HET WOESTE WOOD** (production company, NL)

Role: **Direction, animation** for clients as EO, KRO, Zwijsen, Stichting Collectieve Propaganda voor het Nederlandse Boek



Project highlights:

**"Bijbelverhalen"** (2010) (EO) picture-book to animation adaptation

Responsible for direction & animation ( 4 titles, title length +/- 5 min, total about 20 min animation)



**"Schatkist"** (2012) (Zwijsen) picture-book to animation adaptation

Responsible for direction & animation ( 17 titles, title length +/- 4 min, total about 70 min animation)

2008-10/  
2013-02

**MR. LEE** (production company, NL)

Role: **Art director, character animator, storyboarding**



Project highlights:

**"ASN Bank: De wereld van morgen"** (2012) total of 5, 1 min. animated films explaining the various causes of the ASN Bank

Responsible for art direction, storyboarding and character animation.

2006-01/  
2006-07

**SPUNKY** (animation studio, NL)

Role: **Intern animation**



Directed, designed and animated on 4 animated shorts for a children's program at the Teleac NOT (Dutch Television)

2003-07/  
2008-09

**ADK EUROPE** (advertising Agency, NL)

Role: **Concept visualizer, storyboarding, retouching**



ADK Europe is an advertising agency working on pan-European campaigns on clients such as Mitsubishi TDK and Nikon.

An 6 month internship in 2002 which led to a steady side job besides college in visualising campaign propositions, commercial storyboards, illustration and photo manipulation work.

