



CONTACT

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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 Sikkel
Publisher: Delubas

2013

Het Plaaghuis
role: illustrator
Author: Gerard Sonnemans
Publisher: Delubas

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.

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 WOUD (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.

