Marcus McKebery

Animation | Design | Edit

Showreel   **Portfolio**

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About

Telling stories through movement, timing, editing, colour and audio are at the core of my curiosity; it's creating with magic and how I've chosen to spend my time. Collaborating with others takes everything to the next level.

Projects

Zac Creative - Animator [remote]   2010 - 2025
40+ campaigns

Zac Creative is a Perth-based agency where we have created ads, video explainers, trainers, projection material and a few web series.
My role is 2d Animating characters and a highlight was as a Lead Animator on the Yowie series.

Princess Bento - Animator [remote]   2023-2024
Universal Basic Guys Series 1

My role was a 2d character Animator using Toon Boom Harmony and was able to apply traditional and technical knowledge to the many challenging elements throughout the production.

Studio Moshi - Animator [remote]   2021 - 2023
Good Times - Beebo Saves Christmas

On both shows I was a 2d Animator. Good Times was using Toon Boom Harmony and Beebo was in Adobe Animate. Beebo was a highlight for me. The content was delightful and I was afforded the most technically complex sequences and crowds of walk cycles. Not only did I eat this work for breakfast but completed the show with the highest output across all teams.

Yoozoo - Animator [remote]   2021
The Vloggingtons - Series II

Delivering Adobe Animated sequences and exporting prop sheets for an International (New Zealand) production. Working with a small team through Slack for communication and Sync Sketch for reviews.

Blake Education - Designer / Animator   2010 - 2017
Reading Eggs | Mathseeds

Collaborated with Editorial and Development teams to create thousands of engaging Interactive Animated content that taught Literacy and Numeracy to young audiences. A personal highlight was witnessing the global impact of foundational skills for lifelong learning and leaving a generation inspired.

Projects
continued

QANTM / SAE College - Animation Lecturer   2010 - 2011

Teaching Principles of Animation and Industry standard tools to apply them. This was another career highlight being able to give something back to the Industry and community that I have enjoyed being a part of.

Animation Works / Media World - Animator   1998 - 2010
Ocean Girl | QUADS | Dogstar - 6 seasons total

Starting as an Assistant Animator in a Traditional Studio and thriving during The transition to 2d Digital I was fortunate to learn from the industry's best. As a Senior Animator on Dogstar, I developed an Advanced knowledge of Adobe Animate, which continues to this day.

Software

DaVinci Studio (Edit)	Toon Boom Harmony (2d)	Adobe Animate (2d)
After Effects (Comp)	Shotgrid/SyncSketch (Pipeline)	Vidu (AI generation)
Photoshop (Image)	Slack/Meets/Teams (Comms)	Sora (AI generation)
Audition (Audio)	Fusion 360 (3d modelling)	Topaz Vid (Upscale)

Education

UX Design - General Assembly
PIXAR MASTERCLASS - STORY
PIXAR MASTERCLASS - ANIMATION
ADV DIP - Art and Design - ANIMATION
DIP ARTS - Film and TV - ANIMATION

15 Official Toon Boom Courses

Paperless Animation with Advanced and Premium

Cut-out Animation 2 with Harmony Premium

Harmony Premium Kick-start

Getting Around Harmony Premium

Harmony Premium Foundation

Production Rigging

Introduction to Compositing with Harmony Premium

Intro to Paperless Animation with Advanced and Premium

Rigging 1 with Harmony Premium

Cut-out Animation 1 with Harmony Premium

Rigging Artist

Production Cut-out Animation

Compositing 2

Rigging 2 with Harmony Premium

Rigging 3

References   Available upon request

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