

# THOMAS KRCHMAR

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I'm Thomas Krchmar, and I'm from rural Pittsburgh though I've spent most of my life on computers and tv in one way or another and have always been fascinated how life can be created on screens, characters and stories and fantasies brought to life. While live action shows are definitely a delight, I was especially drawn to forms of animation, where the entire world could be crafted from nothing, where the laws of physics can be broken with ease, where it has a distinct style that makes it easily distinguishable from live action shows. We know these worlds are completely fake, we know that people and animals and such don't look like cartoons, and yet we can still be compelled by the story and mechanics, and I strive to accomplish the same thing myself. This even ties into my alias online, Gray Animate. When I start, my programs always start me with simple shapes of gray on a gray background. My end results aren't just gray by the end, but I craft the color and shapes and characters and story all from simple gray shapes.

## EDUCATION

2017-2021

**BACHELOR OF ARTS: FILM STUDIES, LA ROCHE UNIVERSITY**

2021

**Online Courses with Animator Dillon Gu, through Bloop**

## SKILLS

- Animation (Blender)
- Editor (Adobe)
- Graphic Design (Blender, Adobe)

## COMPLETED WORKS

**Domino Kingdom Simulation:** A showcase of physics while maintaining a medieval theme

**The Wall:** A comical show of armature movements and use of color

**Project Pittsburg:** A virtual reality tour of 1910-1920's Pittsburgh using historical photographs and maps