

Spencer Carpenter

Creative Director / Senior Motion GFX Designer

Profile

Spencer is one of our most versatile Polymaths who comes with a wealth of skills and experience. We tend to place him on projects from the conception where he will advise our clients on how best to approach a project with the efficiency and finish they are looking for. Spencer is always willing to go above and beyond the call of duty when placed on projects. He runs a private studio and can provide either himself or run a team of talent, whatever is best for the client and project. His background spans across video production, creative direction, 3D animation, motion graphics and 2D design. His portfolio of work includes projects that have been created for Cinema, Broadcast, Events & Blue Chip corporations to name a few. Over the past 14 years Spencer has acquired a number of diverse skills, which make him an exceptional all-rounder. He spends his spare time (which is rare considering his popularity with clients) studying and researching the classic techniques of storytelling, cinematography, editing and traditional art to deepen his understanding and effectiveness.

Recent Clients

Two Four Productions, MCC GLC, Picasso Pictures, Bright Talk, CC Lab, CNN, Feref, Whitecoat, BenBen.

Skills

Creative Director, Designer, Editor, Producer, Pitching, 3D Generalist & Animator, Corporate Branding.

Software

Cinema 4D, Design Studio & Adobe CS4 (After Effects, Premiere, Illustrator, InDesign & Photoshop), Nuke (basic), Smoke, 3DS Max, Maya, Avid, Final Cut Pro.

Professional Experience

Corporate Films – Director, Editor, VFX & After Effects

BT / EDF / Openreach / ARM Holdings

Corporate – Animation

CME Group/ Avian / Cisco

TV – Video Direction & Animation

Mail Chip T604 – Promo Film for ARM Holdings / The City Gardener – Two Four

Cinema - Animation

Bill Kenwright Films – Company Sting / The Last Remnant – Game trailer

TVCs – After Effects, Animation & Modelling

Jedward Single 'Ice Ice Baby' / Just Dance Album / Moshi Monsters / Zawvi
Fallout 3 game / Munch Bunch / Fashion Promos

Design History

2003 - Present Head of Video and Graphics (Senior Manager), Pumphouse
2000 - 2003 Multimedia Manager, The Creative Agency