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Character TD Reel Breakdown



1) The Goon Comic-Con Trailer

Software: Autodesk 3DS Max, Autodesk Softimage

Franky: All rig, deformation, control systems, body & facial.

Props: All rig, deformation, control systems

Support: Provided animation support, troubleshooting, quality control.

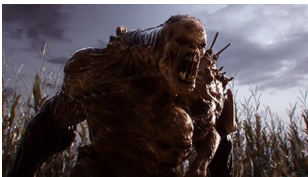


2) Jabberwocky

Software: Autodesk 3DS Max, Autodesk Softimage

Chompy: All rig, deformation, control systems, body & facial.

Support: Provided animation support, troubleshooting.



3) Knight's Contract

Software: Autodesk 3DS Max, Autodesk Softimage

Hero Homunculus: All rig, deformation, control systems, body & facial. Uses a number of twist spline, stretches, and geometry attach constraints to achieve sliding effect of secondary head/spine/arm.

Support: Provided animation support, troubleshooting, quality control.



4) Batman Arkham City

Software: *Autodesk 3DS Max, Autodesk Softimage*

GuardHero: All rig, deformation, control systems, body & facial.

R&D: Created high fidelity face rig setup, utilizes very high resolution MOVA Contour performance capture, custom built ICE skin sliding compound, additional custom ICE setups for layered deformations, lip-teeth collide, custom eye rig with slide, stick, follow, overrides, etc. Established pipeline around this workflow. Worked closely with modeler, offsite capture company, cloth, hair, CG Supervisor, scripted tools for setup process, etc.

Support: Provided animation support, troubleshooting, quality control. Rigging Lead. Rigging bids. Rigging department management.



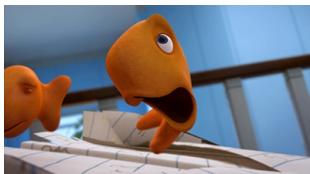
5) Dead Rising 3

Software: *Autodesk 3DS Max, Autodesk Softimage*

Nick: Facial rig, integration in to body rig. Utilizes facial system initially developed for Batman Arkham City. Refined mouth control setup. Retargeting of data to non matching facial shape. Dynamic shape muscle setup.

R&D: Developed system to retarget/reinterpret Mova Contour data from a chubby face to a chiseled face. Art directable locking, dampening, enhancing of facial data rides on top of concrete facial delta logic.

Support: Provided animation support, troubleshooting.



6) Pepperidge Farm Goldfish – Season 4

Software: *Autodesk 3DS Max, Autodesk Softimage*

Goldfish: Designed base rig for all Goldfish characters. Includes volume preservation, specialized jaw path, free rotating deformable eye. Rigged all but two Goldfish character assets.

Dog: All rig, deformation, control systems, body & facial. Uses

blendable dynamic chain solutions for ears and tail.

Paper Plane: All rig, deformation, control systems.

Cuckoo Clock: All rig, deformation, control systems.

Support: Provided animation support, troubleshooting, quality control.



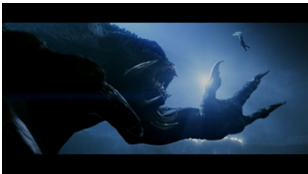
7) Speed of Magic – Ferrari Ride, Abu Dhabi

Software: Autodesk 3DS Max, Autodesk Softimage

Manta: All rig, deformation, control systems.

Miscellaneous Fish: All rig, deformation, control systems.

Support: Provided animation support, troubleshooting, quality control.



8) The Force Unleashed 2 – Teaser Trailer

Software: Autodesk 3DS Max, Autodesk Softimage

Apprentice: All rig, deformation, control systems, body & facial.

Rancor: All rig, deformation, control systems.

RancorEater: All rig, deformation, control systems. Uses twistsplines, stretches, geometry constraints to maintain proper volume & deformation (within reason) on a largely impossible create design.

Support: Provided animation support, troubleshooting, quality control.



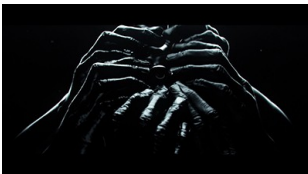
9) Dante's Inferno

Software: Autodesk 3DS Max, Autodesk Softimage

Lucifer: All rig, deformation, control systems, body & facial.

R&D: Worked with CG Supervisor and modeler to implement stress map driven activation of micro-displacements.

Support: Provided animation support, troubleshooting, quality control.



10) Girl With The Dragon Tattoo

Software: Autodesk 3DS Max, Autodesk Softimage

Humans: All rig, deformation, control systems, body & facial for all human looking assets. Secondary deformations on bodies achieved using custom ICE compound built for not yet public project, pose activated regionally masked, blendable, and animatable shape deformations (shape muscles). Improved skin sliding setup initially developed for Batman Arkham City.

Vines: All rig, deformation, control systems. Uses layered curve & surface setup.

R&D: Streamlined setup process for application of skin sliding & shape muscles.

Support: Provided animation support, troubleshooting, quality control. Worked closely with modeling, FX, CG Supervisor. Technical animation for head ripping/exploding shots (post deformation morph targets, etc). Rigging Lead. Rigging bids. Rigging department management.

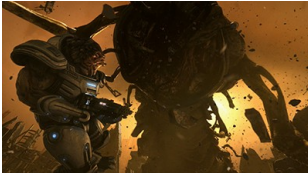


11) Knight's Contract

Software: Autodesk 3DS Max, Autodesk Softimage

Trendula: All rig, deformation, control systems, body & facial. Numerous additional stretch systems for volume preservation. Dynamic secondary motion on belly, breasts, biceps, and legs.

Support: Provided animation support, troubleshooting, quality control.

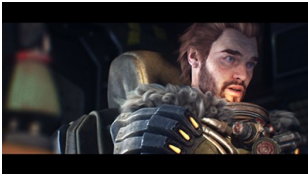


12) Mass Effect 2

Software: *Autodesk 3DS Max, Autodesk Softimage*

ThresherMaw: All rig, deformation, control systems. Highly scalable mouth/maw setup using layered meshes driven by a lattice of stretches and twistsplines.

Support: Provided animation support, troubleshooting, quality control.



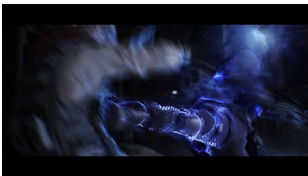
13) Lost Planet 3

Software: *Autodesk 3DS Max, Autodesk Softimage*

Jim: Facial rig, integration in to body rig. Utilizes facial system initially developed for Batman Arkham City. Refined mouth control setup.

R&D: Developed tools to enhance much of the face rig & data processing setup. Further refined rig design to allow for quicker iterations. Non-destructive workflow. Cut rig setup time in half.

Support: Provided animation support, troubleshooting, quality control. Rigging Lead. Rigging bids. Rigging department management.



14) Resident Evil: Raccoon City

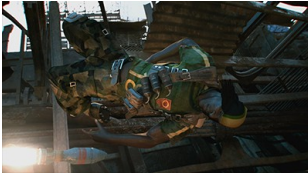
Software: *Autodesk 3DS Max, Autodesk Softimage*

Vector: All rig, deformation, control systems. Nurbs based setup for hood deformations. Nurbs setup for body armor deformations, allowing for quick setup, good deformations, and minimal underbody penetrations.

R&D: Created standardized “straps” setup for use on character rigs and tool for adding to rigs. Allows for substantial decrease in rig bid days.

Support: Provided animation support, troubleshooting, quality control.

Rigging Lead. Rigging bids. Rigging department management.



15) Brink

Software: Autodesk 3DS Max, Autodesk Softimage

Warrior: All rig, deformation, control systems, body & facial.

Support: Provided animation support, troubleshooting, quality control.



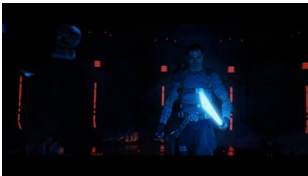
16) Dante's Inferno

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R&D: Worked with CG Supervisor and modeler to implement stress map driven activation of micro-displacements.

Support: Provided animation support, troubleshooting, quality control.

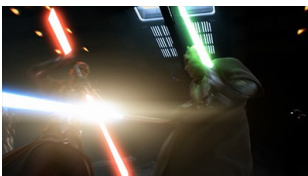


17) The Force Unleashed 2: E3 Trailer

Software: Autodesk 3DS Max, Autodesk Softimage

Apprentice: All rig, deformation, control systems, body & facial.

Support: Provided animation support, troubleshooting, quality control.



18) Star Wars: The Old Republic Intro

Software: Autodesk 3DS Max, Autodesk Softimage

SithInquisitor: All rig, deformation, control systems, body & facial.

SithLordYoung: Updated body rig, deformations, control systems. Updated face rig.

Support: Provided animation support, troubleshooting, quality control.



19) The Simpsons Ride – Universal Studios

Software: Autodesk 3DS Max, Autodesk Softimage

Lisa: All rig, deformation, control systems, body & facial.

Maggie: All rig, deformation, control systems, body & facial.

Marge: All rig, deformation, control systems, body & facial.

Support: Provided animation support, troubleshooting, quality control.