

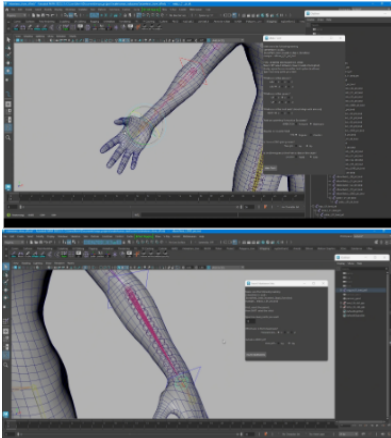



DEMO REEL SHOT BREAKDOWN

<https://vimeo.com/1197162995>

Sequence	Title	Software Used	Artistic Responsibilities
	<p>Coldplay x BTS Music Video "My Universe"</p>	<p>Autodesk Maya</p>	<p>Rigged the robot drummer and two alien ducks shown in the shot.</p> <p>Skinned and weighted models to skeleton produced from auto rigging plugin. Used custom set up for ducks' eyelids, and robot's transforming arm.</p>
	<p>immi Character App Animation Test</p>	<p>Autodesk Maya Unreal Engine</p>	<p>Rigged all characters in Maya.</p> <p>Formulated workflow to quickly transfer body and face weights across structurally different characters, as well as refit skeleton and controls to new characters.</p> <p>All faces were rigged to work with Live Link in Unreal.</p>
	<p>Point-on-Surface Script Demonstration</p>	<p>Autodesk Maya</p>	<p>Showing custom tool built to expedite ribbon deformer creation. Multiple joints can be created in a row to help achieve this effect.</p> <p>By using the U and V coordinates on a nurbs surface, a joint can stick to it, and even slide around while conforming to the contours of the surface.</p>

Sequence	Title	Software Used	Artistic Responsibilities
	<p>Monterey Jack Animation Preview</p>	<p>Autodesk Maya</p>	<p>Rigged the shark character using a combination of joints, blendshapes, and lattices. Lips make use of a ribbon deformer to achieve smooth mouth shapes when stretched open.</p>
	<p>Joint In-Between Script Demonstration</p>	<p>Autodesk Maya</p>	<p>Showing custom tool to create any number of joints to be set between two points, and evenly distribute their distance between them.</p> <p>Can also set up twisting or counter twisting to help with limb deformation and avoid candy-wrapper crunching.</p>
	<p>Zeppelin Reign Animation Preview</p>	<p>Autodesk Maya Unreal Engine</p>	<p>Rigged main character's body and face entirely in Maya with custom set up. A mix of ribbon deformers and blendshapes allowed for wide range of stretching and bending. Was later converted to Unreal-ready asset for animation test.</p>