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▭ CREATURE REEL 2020 BREAKDOWN

⊙ 0:00 – 0:06
0:42 – 0:44
1:15 – 1:25

▦ APEX   **▤ Vancouver Film School**
All aspects, except for assembled bike rig
- Went through all pipeline-stages in this 7-month project: From idea to compositing.
- Used a script to rig & animate all individual bike parts with ease.
- Won runner-up at the Autodesk CG Student Awards 2015.

⊙ 0:06 – 0:21

▦ Togo   **▤ DNEG**
Rigging & CFX (utilizing in-house tools)
- Rigging lead for 3 rigging TDs & communicating a lot with modelling & animation.
- Created new quadruped front leg setup.
- Heavily involved with in-house tool development.
- Responsible for sled rig & big parts of dog body rigs.
- Minor CFX work on some wide-angleshots(notin showreel)

⊙ 0:21 – 0:30

▦ Alita: Battle Angel   **▤ DNEG**
Rigging & CFX (utilizing in-house tools)
- Body rig for Amok, communicating with modelling to avoid intersection of mechanical parts.
- Involved with in-house tool development.
- Created sim setup for dynamic parts and doing CFX for some shots (first in showreel).
- Involved in various other body, face and prop rigs.

⊙ 0:30 – 0:34

▦ The Meg   **▤ DNEG**
Rigging & CFX (utilizing in-house tools)
- Time-dependent collision detection between tentacle and glass, utilizing proprietary nodes.
- Involved with in-house tool development.
- Created & maintained various fish, squid and prop animation & simulation rigs.
- CFX & shotsculpt on various shots, including second in showreel.

⊙ 0:34 – 0:42

▦ WonderWoman   **▤ DNEG**
Rigging (utilizing in-house tools)
- Face, body and costume rigs for WonderWoman and Ludendorff (villain).
- Various prop & vehicle rigs.
- Various soldier digiDouble rigs.

⊙ 0:44 – 0:47

▦ AVIA bird   **▤ Freelance**
Modelling, UVing, rigging, posing (screen left pose)
- Created model based on rough client design.
- Rigged feathers procedurally (Python).

⊙ 0:47 – 0:54

▦ Node Calculator   **▤ Personal project**
Scripting (Python)
- Creates a Maya node network from a math-formula.
- Uses overloaded operators and has the option to print out the pure Maya commands for maximum build-speed.
- Unittested and extensively documented, with lots of tutorial videos.
- OpenSource & in use at DNEG

⊙ 0:54 – 1:00

▦ Toolbox   **▤ pixelmolkerei**
Scripting (Python, Maya API)
- Various tools unified in a custom ChannelBox, including:
- Convert 3D curve shapes to 2D point data by projecting them onto the camera plane.
- Create clean playblast based on current rendercamera, rendersettings and timerange.
- Automatic turntable setup.
- Various selection, timeshift, cleanup and renaming tools.

🕐 1:00 – 1:04   🎞️ Tutorials   🏢 Personal project

Blog

- VFX related topics, such as Unittests & CI for Maya or Faking a graph intersection with Vanilla Maya nodes.

🕐 1:04 – 1:07   🎞️ Anatomy studies   🏢 Personal project

Traditional sculpting

- Roughly 8-hour studies, starting with the skeleton and building tissue up.
- For better understanding and appreciating the underlying structure and mechanics of the human body.

🕐 1:07 – 1:08   🎞️ Shape study   🏢 Personal project

Digital sculpting (zBrush)

- One of many 1 hour sculpts made during my commute, without using reference.
- For fun, to learn zBrush and to explore shapes and expressions.

🕐 1:08 – 1:10   🎞️ LightHouse2D   🏢 Personal project

2D game (Unity)

- Fully functional game: collect ghosts to deactivate all lighthouses, while avoiding light cones.
- Created in a 48-hour gamejam to learn Unity. Responsible for all programming (C#).

🕐 1:10 – 1:11   🎞️ Wacom pen holder   🏢 Personal project

Digital sculpting (zBrush), 3D printing & woodworking

- Sculpted hand, utilizing my Maya base mesh rig.
- 3D printed and hand finished.

🕐 1:11 – 1:12   🎞️ Binary Clock   🏢 Personal project

Electronics, programming (C++ & Arduino) & woodworking

- Clock that shows the time in binary. 1st row: seconds, 2nd row: minutes, 3rd row: hours, etc.
- Top corners are capacitive touch sensors; adjust settings and start 8h workday timer.

🕐 1:12 – 1:13   🎞️ Micro Weather   🏢 Personal project

Electronics, programming (Arduino) & build

- Gets the weather forecast via WiFi and shows precipitation by dripping oil through water.

🕐 1:13 – 1:15   🎞️ Wooden Arcade   🏢 Personal project

CAD model (Fusion360) & woodworking

- Designed from scratch in Fusion360 and built based on CAD plans.
- Uses a Raspberry Pi to act as a gaming station and home theatre.