

Lyndsey K. Horton – Rigging TD

Demo Reel 2010 Breakdown

Company: CafeFX

Project: Alice in Wonderland

Position: Rigging TD

Characters/Props:

1. Bayard Dog Rig
 - a. Responsible for joint layout, skin weighting, control setup, adaptation of scripted rig build (MEL)
2. Bayard Collar Rig
 - a. Collar rig development and implementation
 - b. Auto follow/ride of underneath skin through follicle and NURBS patch
 - c. Controls throughout rig that allowed for offset animation
3. Mad Hatter Hat
 - a. Assisted with hat tails cloth (nCloth) rig setup
 - b. Aided in cloth simulation
4. Six Inch Alice Rig
 - a. Responsible for joint layout, skin weighting, control setup, adaptation of scripted rig build (MEL)
5. Hedgehog Rig
 - a. Responsible for joint layout, skin weighting, control setup, adaptation of scripted rig build (MEL)
6. Hedgehog Rope Rig
 - a. Responsible for creation and rig solution: joint layout, skin weighting, control system

Project: G-Force Promotion Package

Position: Rigging TD

Characters/Props:

1. All Four Guinea Pigs
 - a. Responsible for joint layout, skin weighting, adaptation of scripted rig build (MEL)
 - b. Implementation and maintenance of facial setup through MEL scripting
 - c. Was a constant support for the hand off for lighting and animation departments (caching, rig troubleshoot, rig explanation, etc.)
 - d. Performed per shot trouble-shooting, corrective sculpting, and scene finalizing
2. Backpack and Jetpack Rigs
 - a. Responsible for joint layout, skin weighting, aided in script control setup
 - b. Instructed and was support to animation department for complete uses of rig(s)
3. Baseball Glove:
 - a. Created joint layout and weight painting
 - b. Created script for seamless integration with key-framed hand animation

Company: Pendulum Studios

Project: Golden Axe: Beast Rider Game Cinematic

Position: 3D TD

Characters/Props/Tasks:

1. Death Adder Snake Rig
 - a. Responsible for joint layout, skin weighting, control system
 - b. Spline IK/FK tail setup with seamless switching
 - c. Detachable head and tail
 - d. Implement chest and neck blendshapes
 - e. Eye rig setup for all four eyes; eyelid weight painting with expression driven offset for best movement
2. Twins (Hi and Lo Armor) Rigs:
 - a. Responsible for joint layout and skin weighting
 - b. Both biped rigs had layered IK/FK control system
 - c. Added wrist and shoulder setup to allow for smooth rotation without 'candy-wrapper' collapses to the mesh
 - d. Proxy mesh setup for best deformation of skirt/clothing mesh
3. Gillius Rig
 - a. Responsible for joint layout, skin weighting, and layered IK/FK control system
 - b. Added wrist and shoulder setup to allow for smooth rotation without 'candy-wrapper' collapses to the mesh
 - c. Facial hair rigged with FK setup

Project: Red Faction Guerrilla Cinematic

Position: 3D TD

Characters/Props/Tasks:

1. Total of 22 Biped FK Rigs:
 - a. Responsible for joint layout, skin weighting, and layered FK control system
 - b. Clothing rigged for animation
 - c. Aided with cloth (nCloth) rig setups
 - d. Performed numerous cloth simulations and trouble shot cloth rig setups
 - e. Rigs were used for both Mocap and keyframe animation
 - f. Vetted rigs in Motion Builder before handed off to animation