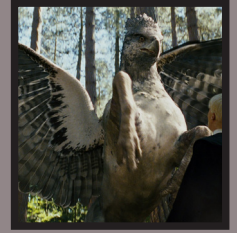
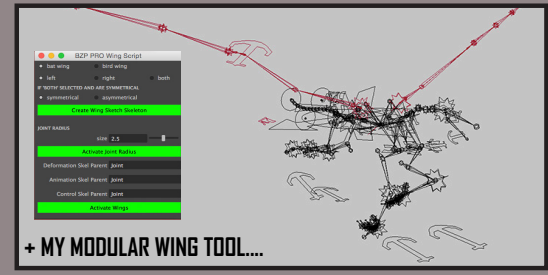
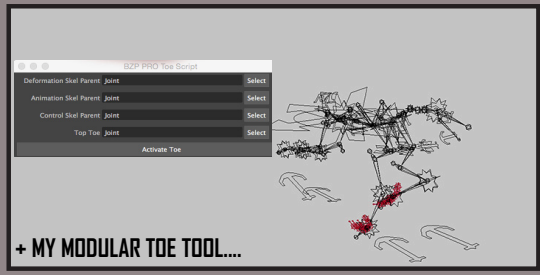
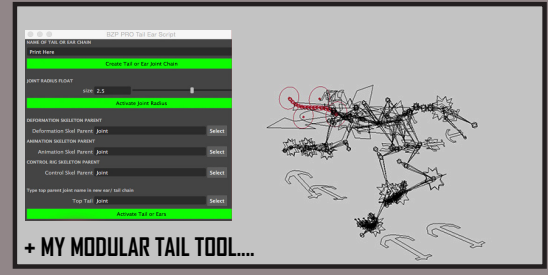
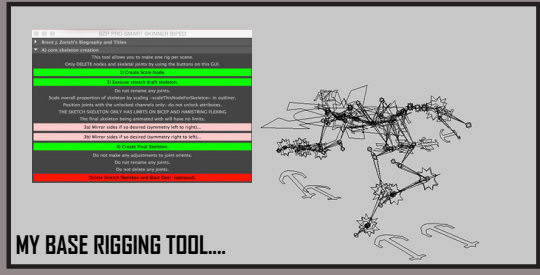


MODULAR RIGGING DESIGN ENGINEERING CASE STUDY ON BUCKBEAK FROM 'HARRY POTTER AND THE PRISONER OF AZKABAN' WITH MY SOFTWARE | AUTHORED: 90 HOURS OF WORK COMPLETED IN 5 MINUTES.

... AS SEEN ON ...



NOTE: POSITIVE ACKNOWLEDGEMENT DUE TO ENGINEERING PRESENTATION FROM THE FRAMESTORE CFC WHO MADE THE ACTUAL OSCAR NOMINATED "BUCKBEAK"

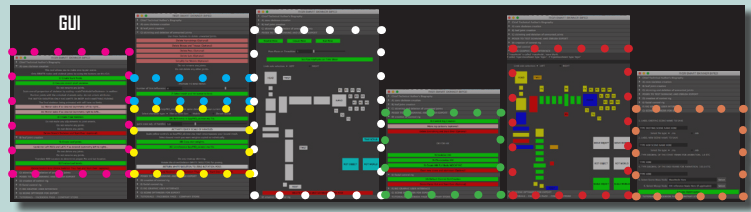


SMART SKINNER RIGGING PIPELINE SOFTWARE:

- WROTE ENTIRE TECHNOLOGY BY MYSELF IN MEL AND PYTHON
- CUSTOMIZABLE UPON REQUEST: FEATURED AT SIGGRAPH AND GDC
- ADVISED BY ILM COFOUNDER AFFILIATE TO NOT SELL BELOW \$20 MILLION
- 3 ACQUISITION REVIEWS WITH 3 SEPARATE FORTUNE 100 COMPANIES
- RAISED INVESTMENT MONEY FROM BANKING ALUM OF HARVARD AND YALE
- FEATURED ON THE COVER OF A WORLDWIDE MAGAZINE
- TECH BURNED TO WORLDWIDE MAGAZINE'S INCLUDED ACCOMPANYING DVD
- 250 UNIVERSITIES ON 6 CONTINENTS RECEIVED PRODUCT

- START WITH YOUR MODEL
- GENERATE AND ALIGN SKELETON WITH GUI
- ATTACH MODEL TO SKELETON AND PICK THE NUMBER OF SKIN INFLUENCES WITH GUI
- REFERENCE IN ZBRUSH, NEXT-GEN OR MOBLE PROXY WITH CORRECT SKIN WEIGHTS THAT ALIGNS WITH MODEL. TRANSFER WEIGHTS THEN UNREFERENCE. THIS HAPPENS ALL WITHIN GUI.
- TEST SKIN WEIGHTING WITH GUI PUSHER LIBRARY
- GENERATE ILM LEVEL CONTROL RIG INSTANTLY
- KEYFRAME CONTROL RIG WITH GUI BUTTONS
- OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI

EITHER 6. OVER 80 HOURS SAVED IN 15 MINUTES



PRINCIPAL TECHNICAL ART FILM GAME CONVERGENCE

- SMART SKINNER SOFTWARE CONTROL RIG TECHNICAL INFLUENCES
- 80 HOURS OF LABOR COMPLETED IN 20 SECONDS (14K LINES OF CODE)
- MATCH HIGHLIGHTED COMPANY TO CIRCLED BODY PART

BIPED



BI-MONTHLY BEST PRACTICES REVIEW COMMITTEE  
SELECTED BY FORMER CTO OF PETER JACKSON'S WETA DIGITAL



ILM BLOCK PARTY  
JANGO FETT



2K SPORTS



LUCASFILM  
ANIMATION



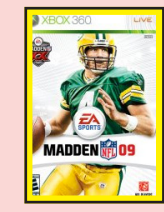
CHARACTERS EXPLORED AT LUCAS ANIMATION



LUCASARTS



EA GAMES



EA SPORTS



TITLES EXPLORED AS EA GLOBAL RIGGING ATTENDEE