

Shot Breakdown:

Title Card: Kieran O'Sullivan / Character TD

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Kit Blade Kitten

Facial Rig Pipeline

This demonstrates the Facial Rigging Tools and Pipeline I created for our Cinematics department. It has been used for multiple projects including *Blade Kitten*.

Poses can be saved and loaded from the pose library. When they're saved they will be added to the Rig the next time it is updated.

Using attributes as the GUI we are able to quickly add any number of facial expressions.

Cutscene from Blade Kitten

I developed the Facial Animation and Rigging Pipeline

Parenting Tool

This tool was co-developed with another technical artist, Tanya Peterson.

My contribution was the back end of the system that handled how the controllers inside a rig that was referenced into a Maya scene could be parented to any object in the scene.

Additionally I added the ability to change a controller's parent over time, and the option to bake a key for every frame.

In this video: first I add the box as a Parent option to Kit's waist controller.

Then I switch the Parent back to her "Main" controller but chose to bake the animation down before it switches. Alternatively, I could have switched on select frames instead of baking a key to every frame.

Obi Wan Kenobi Clone Wars: Republic Heroes

Facial Rig / Facial Rig Pipeline / Head model

This is one of the Facial Rigs I created for *Clone Wars: Republic Heroes*.

I also set up the tools and pipeline for facial rigging, using driven keys to store poses on the bones. The GUI is built to match the Facial Rig from the *Clone Wars* television series.

I also modelled the in-game mesh for this character's head.

Cutscenes from Clone Wars: Republic Heroes

Facial Rigs / Facial Rig Pipeline / Prop Animation Pipeline

I created the facial rigs for these characters.

I also created the pipeline and tools for animating props in Cutscenes.

Face Pose Tool and Pipeline for Clone Wars: Republic Heroes

This tool was used on *Clone Wars: Republic Heroes* to create the driven keys for our facial rigs.

The tool automatically fills the timeline with all of the facial expressions, which can then be edited. It is also useful for editing the skin weights as you can see how it affects all facial

expressions.

I used meta data inside a network of Maya nodes to store the information about what frame each pose is stored on. This allows the user to save the file, close the file, or even close Maya, and when they open the file again they can still recompile the poses on the timeline back to the Rig.

Cutscenes from *Clone Wars: Republic Heroes*

Facial Rigs / Facial Rig Pipeline / Prop Animation Pipeline

Additional Cutscene clips from *Clone Wars*.

Chameleon Droid *Clone Wars: Republic Heroes*

Rig / Model / Textures

Rigged using MEL script in Maya.

MEL allowed me to use one script to rig all four legs.

The Rig can be "sliced" in five different ways.

The high and low poly models were done in Max. Textures in Photoshop.

ATTE *Clone Wars: Republic Heroes*

Rig Rigged using MEL script in Maya.

MEL allowed me to rig all six legs with one MEL script.

Sabotage Droid *Clone Wars: Republic Heroes*

Rig Rigged using MEL script in Maya

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