

TECHNICAL ABILITIES + KEY SKILLS

Character / Creature Rigging

Mechanical / Prop / Set Rigging

Python, PyQt, MEL, MAXScript, DotNet, XML

Muscle simulation and skinning effects

Motion capture and matrix math

Advanced comprehension of anatomy

SELECTED PROJECTS + CLIENTS

The Tree of Life

Bioshock 2

Lockheed Martin

Final Destination 5

XIII: The Conspiracy

Rogers Sportsnet

CAREER ACHIEVEMENTS

02/2011 - Present

Prime Focus VFX

Rigging Technical Director

- Rigging and skinning of hero and digital-double characters.
- Maintenance of rigging and animation pipelines.
- Development of tools for various departments: animation, match-move, lighting and rendering, plate-match, rigging.
- Wrote custom motion capture importer for BVH file format, and a tool for mapping the data to more than 30 already existing rigs, varying in size and proportion.

09/2010 - 02/2011

Guru Studio

Character Rigging Technical Director

- Rigging and skinning of characters and props for a 3D animated television series.
- Wrote scripts to extend the toolset of the rigging and animation teams; improving the pipeline and increasing automation.

07/2009 - 09/2010

PEN Productions Inc.

Senior Technical Director & Production Supervisor

- Rigging, skinning, and advanced facial set ups (bone-based and blended-morph) for characters on multiple productions.
- Wrote animation plugins for previsualization animation system.
- Contributions to PEN's proprietary RAIC animation system.
- Set modeling and particle work.
- Provided in-house 3DS Max training for clients.

CAREER ACHIEVEMENTS (CONT'D)

03/2009 - 07/2009

Prime Focus VFX (formerly Frantic Films)

Contract Rigging Technical Director

- Complex rigging and skinning of several high resolution dinosaurs for a feature film being presented in IMAX format.
- Full muscle simulations using SkinFX and other dynamics solutions.
- Creation of tools to help with rigging and animation workflows.

09/2008 - 03/2009

PEN Productions Inc.

Senior Technical Director & Production Supervisor

- Developed re-sizable rigging system to help improve time of completion as well as consistency between rigs. Used on multiple productions.
- Oversaw character modeling, texturing, and rigging pipelines on two animated series and several commercials.
- Wrote plugins to enhance workflows and add new features/capabilities to the animation software.
- Methods for auto-updating rigs while preserving animation in existing shots.
- Dealt with clients regarding deliveries, revisions, schedules, and deliveries.

09/2007 - 03/2008

Keyframe Digital Productions Inc.

Lead Technical Director & Visual Effects Artist

- Developed innovative rigging pipeline for full season of animated TV series.
- Created numerous animation and pipeline tools used throughout production.
- Designed the pipeline from asset creation through to animation and rendering.
- Visual effects for feature film, including: colour keying, rig removals, set extensions, CG creature integration, particle simulations, rotoscoping.

EDUCATION

Durham College

December, 2009

Completed the course Introduction To C++ with honours.

Humber College

August, 2007

12 month post-graduate program, 3D for Production:
Broadcast Design with honours.

April, 2006

Two year diploma program, Multimedia 3D Animation with honours.

For more information please visit my website at: www.mathiesonfacer.com