LIZ COPELAND

RIGGING REEL BREAKDOWN

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HERM- BOMBSHELL

- Time stamp: 00:03 – 00:21
- Program(s): Autodesk Maya
- Responsibilities: Rigging & animating character
- Features: IKFK legs, stretchy IK legs, dynamic eyestalks & moustache, pupil size attribute

SAYORI- MOON SEED

- Time stamp: 00:21 – 00:39
- Program(s): Autodesk Maya
- Responsibilities: Rigging face, body deformations
- Features: blendshape & ribbon lips, blink set up, wire & joint driven eyebrows, joint driven nose, dynamic hair

PONTIL & LEHR - PONTIL

- Time stamp: 00:39 – 01:01
- Program(s): Autodesk Maya
- Responsibilities: Rigging for Unreal Engine
- Features: Auto–flap with sine function, Ik spline spine, FKIK artms

MOON MOTH- MOON SEED

- Time stamp: 01:01 – 01:19
- Program(s): Autodesk Maya
- Responsibilities: Rigging face, body deformations, animation
- Features: Auto wing flap, pupil size attribute, joint & blendshape driven face

FK CONTROL SET UP- SCRIPT

- Time stamp: 01:19 – 01:35
- Program(s): Autodesk Maya, Python
- Responsibilities: All
- Features: Creates & orients controls to selected joints, parent constrains joints to controls, automatically names & creates hierarchy, 5 different shapes, UI

DRAGON

- Time stamp: 01:35 – 01:45
- Program(s): Autodesk Maya
- Responsibilities: Rigging & animating character
- Features: Auto–fold wings, IK kneeblend backlegs, blink set up, dynamic & FK tail