

Rigging Reel Breakdown

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Muller Robot:

(Hero Character)



- Mouth Rig – Complex challenge due to quite a number of specific animation needs. Solved with a system of panels orbiting a central pivot to give a sleek animated style.
- Auto-Rolling Elliptical Wheels – adapted my existing scripted operator for auto-rolling wheels to deal with ellipses. Offset controls were added to allow for more expressive acting. Suspension machinery rigged to react automatically to the wheel's movements.
- Tool for sharing poses across shots - The Lead Animator could save out a set of client-approved poses for use across both the video and print campaigns.
- Mini-Rigs created for the transform sequence – multiple models could be pulled into the shot and combined by the animator depending on what he felt he needed.

Muller Airplane:

(3D model used for 2D roto)



- High level of accuracy required on the extender make sure that nuts and bolts didn't intersect the bars.
- Flexible curve controls added to both extender and hammer to accommodate the squash and stretch style of the 2D animation.

Muller Crane

(Background Character)



- Auto-rolling tracks using a Python scripted operator
- Curve controls for the ball and chain
- Squash and Stretch deformers for the crane base and tracks

Muller Yoghurt Hands

(Hero Character)



- Path defined animation with offset controls to simplify the vortex-style movement for the animators
- Fluid, flexible tail controls given to the hands – enables the ability to scale the hands and arms, shorten their length and add high-frequency wave noise.

VW Background Insects

(Bess Beetle, Ant, Ladybird)



- All the insects used a similar 3 bone IK setup to give them the correct 'spindly' movement to their walk cycles.
- Dynamic Antenna using fcurves to control the behaviour of the antenna over their length. Deployed across the rigs using a script to maintain consistency of controls.

Surf Bubbleman & Hummingbird

(Hero Characters)



- Facial Rig for Bubbleman, combining blend shapes and sticky point controls, delivered the best balance between accommodating facial looks requested by the client and giving the animator enough control to make them look natural
- Feather system on the Hummingbird provided control over areas of plumage around the head and neck.
- In-house, resizeable biped used as base for Bubbleman's body (with a additional custom controls for specific 'jiggle' areas) and a custom built body rig for the Hummingbird.