

REEL BREAKDOWN



Animated feature „Rio“: „Marcel“

Character TD / Rigger

Character rigging of the human lead villain „Marcel“, boss of the smugglers

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated Feature „The Peanuts Movie“: „Snoopy“

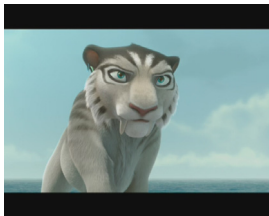
Character Development Supervisor (Animation) & Lead Character

Technical Director (Rigging)

Leading the show's rigging work, face line and sliding tech development

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



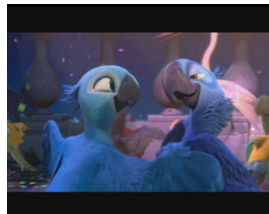
Animated feature „Ice Age 4“: „Shira“

Character TD / Rigger

Character rigging of the female lead character „Shira“, a white tiger

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



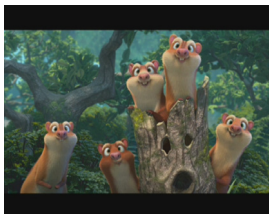
Animated Feature „Rio 2“: „Blu“ & „Jewel“

Rigging Face Lead and Character TD / Rigger

Character rigging of the lead bird characters „Blu“ and „Jewel“

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



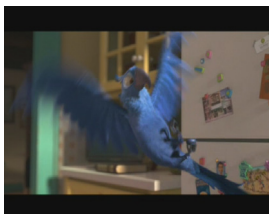
Animated feature „Ice Age 4“: „Hyraxes“

Facial Character TD / Rigger

Character rigging of the face for the hyrax characters

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated Feature „Rio 2“: „Blu“

Rigging Face Lead and Character TD / Rigger

Character rigging of the lead bird character „Blu“

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature „Epic“: „Nim Galuu“

Creature TD/ Rigger

Character rigging of the lead character „Nim Galuu“; a magic caterpillar

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



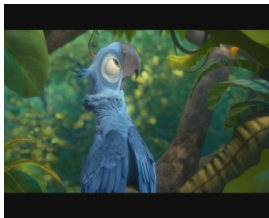
Animated feature „Ice Age 4“: „Shira“

Character TD / Rigger

Character rigging of the female lead character „Shira“; a white tiger

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated Feature „Rio 2“: „Blu“

Rigging Face Lead and Character TD / Rigger

Character rigging of the lead bird character „Blu“

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated Feature „The Peanuts Movie“: „Charlie Brown and Kids“

Character Development Supervisor (Animation) & Lead Character Technical Director (Rigging)

Leading the show's rigging work, face line and sliding tech development

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



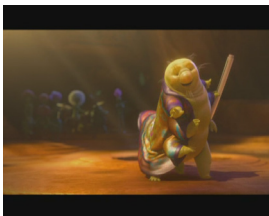
Animated feature “Ferdinand“: „Ferdinand & Lupe“

Character Development Supervisor (Animation)

Character supervision in animation pre-production, appeal pass on Ferdinand and Lupe

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



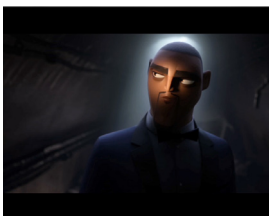
Animated feature „Epic“: „Nim Galuu“

Creature TD/ Rigger

Character rigging of the lead character „Nim Galuu“; a magic caterpillar

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature “Spies in Disguise“: „Lance Human“

Head of Characters & Character Development Supervisor (Animation)

Overall character supervision

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature “Ferdinand”

Character Development Supervisor (Animation)

Character supervision in animation pre-production, appeal pass on Ferdinand

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature „Rio“: „Marcel“

Character TD / Rigger

Character rigging of the human lead villain „Marcel“, boss of the smugglers

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



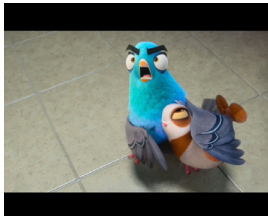
Animated Feature „The Peanuts Movie“: „Woodstock“

Character Development Supervisor (Animation) & Lead Character Technical Director (Rigging)

Leading the show’s rigging work, face line and sliding tech development

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature “Spies in Disguise”: „Lance Bird & Lovey“

Head of Characters & Character Development Supervisor (Animation)

Overall character supervision

Production Company: Blue Sky Studios, Twentieth Century Fox Animation

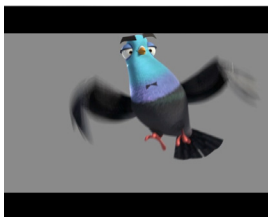


Animated feature „Ice Age 5: Collision Course“: Shira

Character Development Supervisor (Animation)

Character supervision in animation pre-production

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature “Spies in Disguise”: „Lance Bird“

Head of Characters & Character Development Supervisor (Animation)

Overall character supervision

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated Feature „The Peanuts Movie“: „Lucy, Schroeder and Kids“

Character Development Supervisor (Animation) & Lead Character Technical Director (Rigging)

Leading the show’s rigging work, face line and sliding tech development

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature “Ferdinand”

Character Development Supervisor (Animation)

Character supervision, appeal pass on Ferdinand

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated Feature „The Peanuts Movie“: „Charlie Brown and Snoopy“

Rigger Character Development Supervisor (Animation)

& Lead Character Technical Director (Rigging)

Leading the show’s rigging work, face line and sliding tech development

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation



Animated feature „Rio“: „Marcel“

Creature TD / Rigger

Character rigging of the human lead villain „Marcel“, boss of the smugglers

Software used: Maya, custom tools

Production Company: Blue Sky Studios, Twentieth Century Fox Animation