

Shot Breakdown

Demonstration Reel

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Shot	01 – Rain
Responsible for	Animation, Modeling, Rigging, Lighting, Particle Flow Effect
Description	<p>This is actually a production model used for our Half-Life 2 Mod game entitled “La Nuée des Diables.” I was the technical director of the project. I modeled rigged and animated for the game. I designed the rig for every character.</p> <p>This character is the “villageois” of the game (villager.) They get bitten and turn into werewolves.</p> <p>This animation is not an asset in the actual game. I did not work on the animation package, I was provided with the concept art then I modeled and rigged the character. The character was then sent to the animation team and texture team at the same time. When the texture team unwrapped and textured the model, they sent it back to me. I then made sure I set up the model to be exportable to the Source – Half-Life 2 engine and all the animations still work.</p> <p>Made in 3ds Max.</p>



Shot	02 – Zombie Run
Responsible for	Animation, Rig, and Model
Description	<p>The shot before this, entitled “Rain”, was made in 3ds Max, but this Zombie Run was made in Maya. I exported the 3ds Max model into Maya via the FBX file format. I was teaching a class in Maya on rigging techniques (i.e. Reverse foot roll, FK-IK switch, facial GUI...) and animation. The animation is based on the Zombie Run from Michael Miller. I thought it was cool and I wanted to try it.</p> <p>Made in Maya.</p>



Shot	03 – Rainbow Six “Jamming in Vegas.”
Responsible for	Animation.
Description	We were fortunate enough to animate the characters from one of Ubisoft's flagship games, “Rainbow Six: Vegas”. This animation was for fun. Made in 3ds Max. N.B. I did not animate any assets for the actual game.



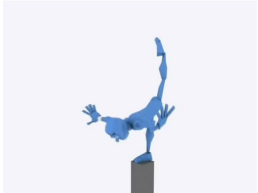
Shot	04 – Light on His Feet
Responsible for	Animation.
Description	A very happy big guy dancing around. Made in 3ds Max.



Shot	05 – Basketball
Responsible for	Animation
Description	I wanted to try a basketball animation. This is a free model by Ben Mathis. He rigged it with character studio. His website is(http://www.poopinmy mouth.com/) Made in 3ds Max.



Shot	06 – Balance
Responsible for	Animation.
Description	Practicing balance. Character is Low Max from Peter Starostin (http://www.3dluvr.com/clisk3d/). Made in 3ds Max.



Shot	07 – Acting
Responsible for	Animation.
Description	This is an acting piece I made in Maya. This is a free character from Rodri Torres, http://rodri.aniguild.com I was testing the controls and see what I like and didn't like as an animator. I'll keep this information in mind when I rig my own characters. Made in Maya.

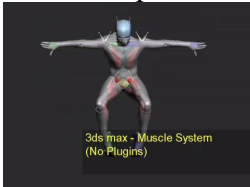


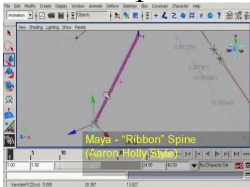
Shot	08 – Modeling 01
Responsible for	Modeling, Rigging, Skinning
Description	<p>This is the villager model used in production for the video game Nuits des Diables, a Half-Life 2 mod. The game is being developed at Campus Ubisoft. I was provided with the concept art and texturing was done by the texturing team. I used this same model to demonstrate rigging and skinning techniques in 3ds max to modelers at Campus Ubisoft. I later exported the model using the FBX format into Maya. I demonstrated rigging and skinning techniques in Maya to the animators at Campus Ubisoft.</p> <p>Made in 3ds Max.</p>




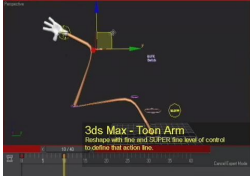
Shot	09 – Modeling 02
Responsible for	Modeling, Rigging, Skinning
Description	<p>This is the female villager model used in production for the video game Nuits des Diables, a Half-Life 2 mod. The game is being developed at Campus Ubisoft. I was provided with the concept art.</p> <p>Made in 3ds Max.</p>




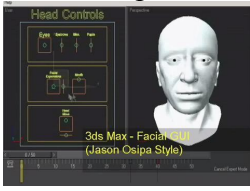
Shot	10 – Muscle System
Responsible for	Modeling, Rigging
<p data-bbox="203 422 358 453">Description</p> 	<p data-bbox="417 422 1446 590">The Batman character will be animated for an upcoming project. It was rigged with character studio biped. I enhanced the rig by adding muscle bones and deformation bones. These bones conserve volume, creates a fleshy feel when the character moves, and adds secondary animation.</p> <p data-bbox="417 653 1455 772">The deformation bones on the shoulders and the behind rotate at one third of the speed of the upper arm or thigh. Since it moves in an arc, the vertices that bind to the joint will also move in an arc, thus conserving volume.</p> <p data-bbox="417 835 1451 1003">The muscles are just bones with an edit mesh modifier on top of the stack. I modeled it into the desired shape then I added a red to white gradient material on it. It is a stretchy bone so if one end moves the adjacent vertices get affected giving a fleshier feel.</p> <p data-bbox="417 1066 1451 1234">Another modifier was added on top of the bone edit mesh modifier called flex. It creates a spring effect on every vertex of the muscle bone which drives the mesh of the character. When the biped moves, the muscle will jiggle thus giving secondary animation. The above was made using <i>3ds Max</i>.</p>

Shot	11 – “Ribbon” Spine
Responsible for	Rigging, MEL scripts
<p data-bbox="203 1547 358 1579">Description</p> 	<p data-bbox="417 1547 1438 1667">Aaron Holly, a Disney Character TD, demonstrated his “Ribbon” spine solution at the Adapt Conference 2006. I started to implement his technique in my characters.</p> <p data-bbox="417 1730 610 1761">Made in Maya.</p>

Shot	12 – “Proxy” Rig
Responsible for	Modeling, Rigging, Maxscript
<p data-bbox="204 422 354 453">Description</p> 	<p data-bbox="415 422 1466 590">This is my personal “Proxy” Rig setup. I created a maxscript that cuts-up a skinned mesh into pieces. These pieces are then attached to their corresponding bone via an edit poly modifier. Maxscripts are used to color the bone red when it is stretched. All limbs auto stretch, as well as the spine.</p> <p data-bbox="415 653 1430 726">There is FK-IK switching of Arms and Legs that auto-aligns to each other. The animator does not have to reposition the limb when they make the switch.</p> <p data-bbox="415 789 1336 821">Sliders are used for the legs in IK mode, utilizing the reverse foot setup.</p> <p data-bbox="415 884 1382 999">Maxscript was used to create reset buttons to zero out the transforms on the control objects of the rig. Maxscripts were used to add sliders to control the fingers. Made in 3ds Max.</p>

Shot	13 – Toon Arm
Responsible for	Model, Rigging
<p data-bbox="204 1423 354 1455">Description</p> 	<p data-bbox="415 1423 1466 1640">This is a rig for a tubular cartoon arm. It has FK-IK switching, auto-stretching, fine level controls, and SUPER fine level controls. When the arm is stretched out, the animator can use the fine level controls to reshape the arm. The animator can also use SUPER fine level control to remodel the contour of the arm. This allows the animator to obtain a stronger action line.</p> <p data-bbox="415 1703 654 1734">-Made in 3ds Max</p>

Shot	14 – Custom Rig
Responsible for	Model, Rig, Facial GUI, MEL scripts
Description 	<p>This is the same model I made in production for the video game Nuits des Diables, a Half-Life 2 mod. The game is being developed at Campus Ubisoft.</p> <p>I exported the model from 3ds Max into Maya using the FBX format. I rigged and created a facial GUI to demonstrate rigging techniques in Maya for the animators at Campus Ubisoft.</p> <p>The facial GUI is made using the style I've seen in the “Art of Rigging” books. The body uses FK-IK switching in the arms, spline IK spine, reverse foot system.</p> <p>I used MEL scripts to connect the textures available to the master settings channel. The animator can switch textures in the masters settings on the fly instead of digging through hypershade. Made in Maya.</p>

Shot	15 – Facial GUI
Responsible for	User interface set up and some corrective blend shapes
Description 	<p>This is a demonstration of a “Jason Osipa” style user interface for facial rigging made in <i>3ds Max</i>.</p>

Shot	16 – Maxscript 01
Responsible for	Maxscript
Description	<p>I wrote a maxscript that automatically cuts up a skinned mesh and parent the pieces to their corresponding bones. The original mesh is hidden and with the second tool I wrote, the animaton cut-up mesh and the original skinned render mesh can be toggled. Pieces in hierachy have a quicker response in the viewport when animating.</p> <p>Made in 3ds Max.</p>



Shot	17 – Maxscript 02
Responsible for	All Aspects (model, rig, animate, maxscript)
Description	<p>The second part of my tools. The first script cuts the mesh, the second script toggles between animation mode and render mode. Made in 3ds Max.</p>

