Christopher Crouzet's
Character Rigging Showreel 2014
shot breakdown

BIRDS & HEDGEHOGS FOR WETA DIGITAL

- responsible for the animation and deformation rigs
- developed a framework for building modular rigs
- contributed to implement the feathers simulation tools within the pipeline

Projects: The Hobbit: An Unexpected Journey (2012), The Avengers (2012), The Adventures of Tintin (2011)

X-JET & SUBMARINE FOR WETA DIGITAL

- full rigging
- optimisations to deal with the high polygon count of the models

Projects: X-Men: First Class (2011)

PROPS FOR WETA DIGITAL

- not much, really.

Projects: Rise of the Planet of the Apes (2011)

DRAGON FOR ANIMAL LOGIC

- facial rigging
- dealt with the deformations
- applied a UV deformer for the spikes

Projects: Sucker Punch (2011)

BLUE BIRD FOR ANIMAL LOGIC

- applied a template rig
- dealt with the deformations, including shapes

Projects: Legend of the Guardians: The Owls of Ga'Hoole (2010)

NOTE: I did <u>not</u> work on the dragon from *The Hobbit: An Unexpected Journey*.