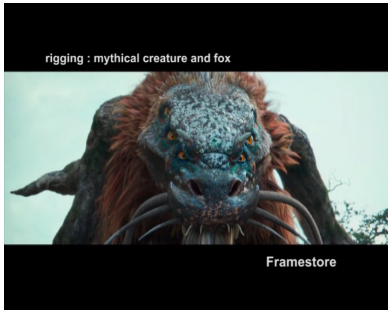


Show reel 2014



47 Ronin

1. Rigging:

- Creating deformation rigs for mythical creature and fox, including muscles, various other deformers also adding dynamic maps.
- Adjusting face blend shapes and controls for faces.
- Adjusting fox puppet.
- Building system rigs for mythical creature.
- Creating tools to help creatureFx with muscle pre-sets.



John Carter

2. Rigging:

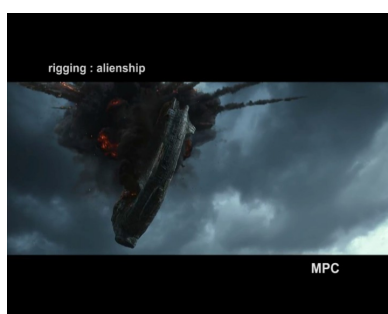
- Creating deformation rigs for alien cows, including muscles and various other deformers.
- Rigging of harnesses, rigging dynamic-behaviour.



Wrath of the Titans

3. Rigging:

- Creating puppet, face and deformation-rigs for both "Kronos" and "Snake tail".
- Kronos rigging includes muscles and various other deformers as well as scripting vertice shaders using in-house scripting language based on "lua".

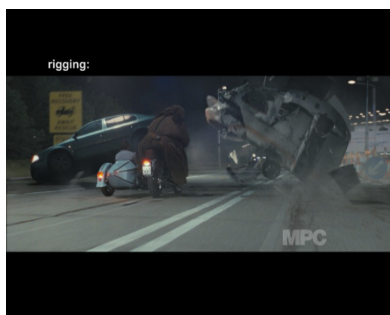


Prometheus

4. Rigging:

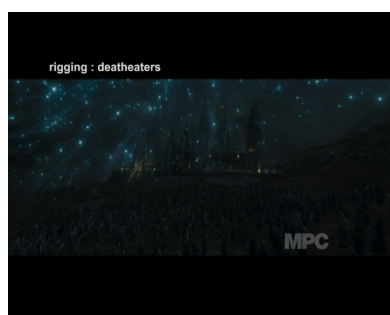
- Responsible for the pre-vis rigs.
- Creating hero rig of alien space ship.

Harry Potter and the Deathly Hallows 1



5. **Rigging:**
- Creating puppets and deformation-rigs for various digi-doubles (“Harry” and “Hagrid” in these shots)
 - Rigging motorbike, car and caravan, rigging dynamic-behaviour to assist FX department.
 - Rigging props.

Pirates of the Carribean: On Stranger Tides



6. **Rigging:**
- Rigging digi-double puppet and the deformation-rig, including muscles and various other deformers as well as dynamic-behaviour.
 - Rigging ships.
 - Creating roto-rig (wood-leg) for leg-replacement.

Harry Potter and the Deathly Hallows 2



7. **Rigging:**
- Creating rigs for crowd-shots (“death eaters”).

Australia

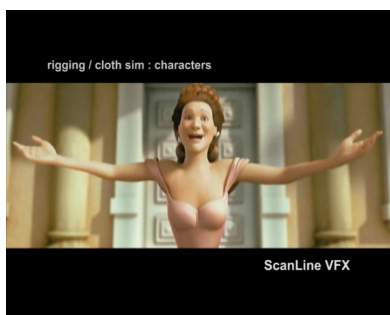


8. **Rigging/Animation:**
- Taking over and finishing cow rig for production.
 - Creating animation cycles for crowd system.



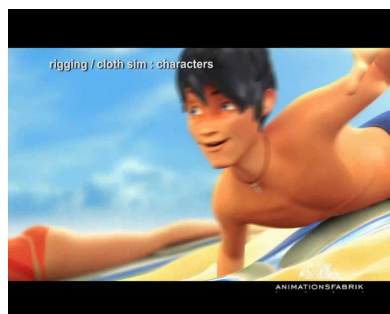
Jasper: Journey to the End of the World

9. **Rigging:**
- Creating various deformation setups for the penguins and kakapo.
 - Rigging hair and cloth on human character.
 - Rigging human character (singer) and cat.
 - Scripting workflow tools for face shape modelling.



Lissi und der wilde Kaiser

10. **Rigging:**
- Developing shoulder set-up for characters.
 - Skinning.
 - Cloth simulation.



Muellermilch Doppeldecker

11. **Rigging:**
- Creating the rigs, including cloth set-up and simulation.



Dfa Tagesanleihen

12. **Rigging:**
- Creating the rig (body rig) for tortoise.

Live Sculpture



13. **Clay sculpting:**
- Sculpting from live-model or in the case of the horse from a marquette.
 - Studying the human anatomy, in particular bones, muscles and tendons.
-