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Rigging Technical Director

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Rigging

Western Post *May 2014-Present*

ZOIC Studios – *February 2014-April 2014*

Prime Focus

Luximation

Vancouver Animation School

Vanarts

- rigged biped with custom studio tools
- rigged quadruped with custom studio tools
- rigged dog faces
- rigged costumes (smooth skinned)
- rigged vehicles and props, edited biped rig spine control setup to improve functionality and useability
- rigged camera cranes that generated real-world telemetry for use on live action set
- rigged squash and stretch rigs with volume preservation for various objects
- modified existing character rigs to add elbow and knee pinning abilities
- rigged on-surface facial controls for highly customized shaping/sculpting (personal work)
- rigged bendable ribbon-style limbs (personal work)
- developed tools for automated limb creation (personal work)

Scripting (Tool Writing)

Western Post – *May 2014-Present*

ZOIC Studios – *February 2014-April 2014*

Goldtooth Creative – *July 2011- July 2013*

Luximation – *November 2010-June 2011*

Vanarts

- MEL, Python, (version control with Rapid SVN and Git)
- Maya pipeline tools (Luximation): Load Scene, Save Scene (with intelligent versioning), Playblast Scene, various others that enhanced or automated various tasks such as directory/file clean-up and management, scene finalizing
- Rotation Order tool: changes the rotation order of an animated object without altering the existing animation
- Inbetweening tool: create inbetween poses with sliders and buttons.
- Time Warp Tool: manages Maya's Scene Time Warp, helps to correctly set keys on objects under a time warp, excludes objects from a time warp.
- Automated scene file checks: checked for and removed common problems found in animation scene files that were known to disrupt the caching and rendering pipeline (Goldtooth). Nested references, non-referenced objects parented into referenced hierarchies, cameras exported, etc.
- Maya Playblast tool (Goldtooth) that generated standard h264 mov/mp4, and Final Cut compliant ProRes quicktimes (via ffmpeg).
- Animation recorder: object movement can be recorded and re-applied to facilitate object space switching. For example, arm animation is recorded, arm parent space is be changed from chest to world, the animation is now different. The recorded animation is reapplied and the original movement is restored with the arm's new parent space.
- Projection material tool. Finds image sequence on shot camera and uses it to create a projection on geometry to be used as holdouts in the viewport.
- Various rigging tools: pose reader to trigger corrective blendshapes, follicle tools for attaching object to deforming geometry, find center of selection (verts, cvs, objects), Softmod tools, Skin Weight Export/Import.
- various tools to make day to day animation tasks easier (A B match, Pose Save, Selection Save, Parent Constraint with offset controls, Custom Viewport Panel, Reset button: sets object attributes to their defaults, Animation View toggle, Average Keys: smooths out animation curves)