

## Quentin AUGER's 2008 Demo DVD Table of Contents

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Every shot of the reel shows a work I did with *Maya* software :

### CHARACTER RIG PART :

- ( 1 ) > **"Rig Supervision"** (2006-2008) for *"IGOR"* feature film – © 2008 Exodus Film Group :  
In charge of the character setup department : recruitment, pipeline and rig tools development (MEL) and supervision and maintenance of 107 rigged characters ...
- ( 2 ) > **"Facial Rig + Animation"** (2006) for *"The Stone Council"* feature film – © 2006 UGC YM :  
I did lots of modifications of the model to match changing director's ideas, then the facial Rig and keyframe facial animation.  
I also participated in the design and the development of the rig-animation pipe-line for this production, including Maya Mel libraries and a few Linux shell scripts.
- ( 3 ) > **"Falcon Rig"** (2001-2003) for *"Immortal (ad vitam)"* feature film – © 2004 Telema :  
I did the rigging and skin weighting of this falcon in Maya.  
In (2D) morphing shots, I fitted the keyframe animation of both characters to match one another.  
The **blue bird** is a variation of this character in its different proportions (wings, head, tail...) to make a baby falcon, due to the ability of the rig to scale independantly every part of the bird.
- ( 4 ) > **"Head Modeling and Facial Shapes"** (2001-2003) for *"Immortal (ad vitam)"* feature film – © 2004 Telema :  
I made the polygonal modeling of the head of *Inspector Froebe*, then his skin weighting as well as the modeling of every muscular facial shape (~50) for further blendshape targetting. I was involved in the development of the facial rig system and I technically supervised facial shape modeling for every main characters.
- ( 5 ) > **"King penguin Rig"** (2001-2003) for *"Immortal (ad vitam)"* feature film – © 2004 Telema :  
I did the rigging and skin weighting of one penguin. That Rig enables general deformations of the model (+stretch/squash) leading to very differently proportioned characters, like the 3 instanced ones in this shot.
- ( 6 ) > **"Dragon Hunter Model and Facial Rig"** (2001) for *"Dragon Hunters"* teaser – © Futurikon MMI :  
I did the polygonal modeling of the hunter, the rig of his head (with blendshapes) and ponytail.
- ( 7 ) > **"CBS"** (2001-2003) for *"Immortal (ad vitam)"* feature film – © 2004 Telema :  
Example of improvements I often added to previous skin and rig : **Corrective BlendShapes** to simulate muscular behaviour, or added clusters with real-time dynamics on cheeks and fat neck...
- ( 8 ) > **"HiRes robot Models and Rig"** (august 2001) for *"Number One"* video clip – © 2001 Mawlaw 388 Limited :  
Final version of the robot of the section (7). Since I modeled most of the pieces (and designed some of them, like feet or hands), I had to adapt the previous Low Res rig to their mechanical needs.

### ANIMATION PART:

- ( 9 ) > **"Various Animation works" :**
  - (2006) for *"The Last Legion"* feature film – © 2006 DeLaurentiis:  
I had to simply animate these CG stunt men to match with real life action.
  - (2006) for *"Happily N'Ever After"* feature film – © 2006 Lions Gate:  
I keyframed a few shots in this movie : lipsync, walk cycles.. Movie on which I mainly did some rig support.
- ( 10 ) > **"Personal works (in progress...)"** (2000) made during CG classes at *"Gobelins"* animation school :  
Not so much to say, apart from it was all made by myself with Maya, and obviously not ... complete.
- ( 11 ) > **"Robots Rigs and Keyframe Animation"** (august 2001) for *"Number One"* video clip, by Playgroup – © 2001 Mawlaw 388 Limited :  
Actually, 3 distinct versions of the robot are taking place in this scene, due to its permanent transformation.  
I did the HiRes polygonal modeling of every part of it, except the boxes or cases....  
I also created the rig of each version and I animated them.
- ( 12 ) > **"Crashes... Keyframe, Mocap and Dynamics Animation"** (2001-2003) for *"Immortal (ad vitam)"* feature film – © 2004 Telema :  
For each crashed vehicle, I created the additionnal 'crash rig' (i.e. everything needed to illustrate the impact : new pieces, new deformers, new articulations, etc.)  
Then I animated them using mainly keyframing but also *Maya* dynamics for flocks of pieces (headlights, helicopter cockpit glazings ...)  
I also post-animated the driver who was previously motion-captured : keyframing hands, face and body movement according to the vehicle, or the environment for example.
- ( 13 ) > **"Dragon Explosion"** (2001) for *"Dragon Hunters"* teaser – © Futurikon MMI :  
I keyframed five or six 3D small dragons added to a crowd of « particle-animated » others with *Maya* dynamics system (sprites). Then I rendered them with *Maya* software and hardware engines.