

# Martin Ruizl

3D Artist/TD/Animator

## Showreel Breakdown

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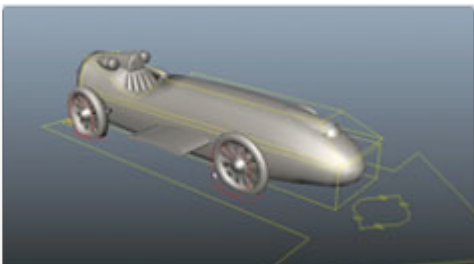
### "ANTONIO CACTO REVIEJO DE LA TEBaida MORTIFERA"

**My Task:**

Body and face rig. Body rig have IK/FK switching, stretchy body, neck, limbs. Compatible with various props. Face rig is combination of skinned joints, expr. and corr. blendshapes.

**Software:**

Maya



### "ANTONIO CACTO REVIEJO DE LA TEBaida MORTIFERA"

**My Task:**

Car/rocket rig with auto wheel rotation, suspension system, custom floor contacts, animatable pivot, easy tilting, weighting, auto vibrating and shaking, rigid or dynamic sitting, ...

**Software:**

Maya



### "COW COMMERCIAL"

**My Task:**

Cow - rigging, animation. Puck - modeling, texturing, animation, rendering. And previz for preproduction.

**Software:**

Maya, mental ray, Nuke



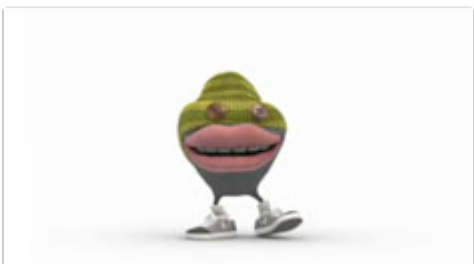
### "FERNET STOCK COMMERCIAL"

**My Task:**

Modeling, texturing, rigging, animation, rendering.

**Software:**

Maya, Zbrush, Photoshop, XSI



### "T-MOBILE COMMERCIAL"

**My Task:**

Character Animation

**Software:**

XSI