

Martin Ruizl

3D Artist/TD/Animator

Showreel Breakdown

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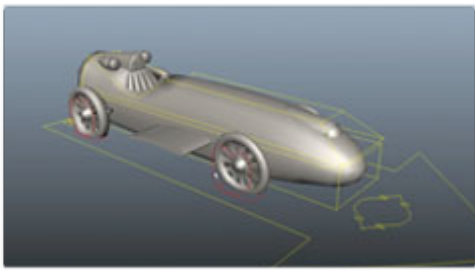
"ANTONIO CACTO REVIEJO DE LA TEBaida MORTIFERA"

My Task:

All rigging and scripting. Body and face rig. Body rig has IK/FK switching, stretchy body, neck, limbs, friendly space switching. Face rig is combination of skinned joints, expr. and corrective blendshapes.

Software:

Maya



"ANTONIO CACTO REVIEJO DE LA TEBaida MORTIFERA"

My Task:

All rigging and scripting. 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, custom animatable moving pivots, ...

Software:

Maya



"COW COMMERCIAL"

My Task:

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

Software:

Maya, mental ray, Nuke



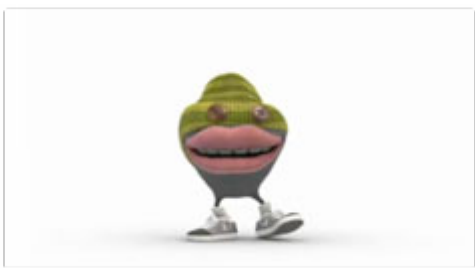
"FERNET STOCK COMMERCIAL"

My Task:

Modeling, texturing, rigging, animation, rendering.

Software:

Maya, Zbrush, Photoshop, XSI



"T-MOBILE COMMERCIAL"

My Task:

Character Animation

Software:

XSI