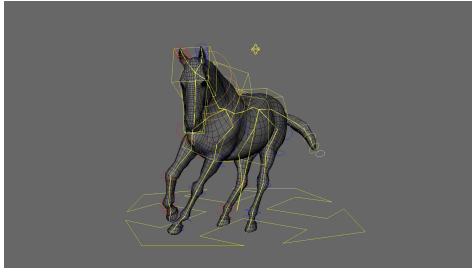


NICHOLAS HARVEY – RIGGING DEMO REEL BREAKDOWN

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Snapshot	Description	Project Details
	Project: WildWood Made Working at LAIKA Year: March 2022-Jan 2026 Segment: [0:04 - 0:31]	Work Experience Includes: • Role: CG Rigger • Rigged over 130 assets including variants of creatures, humans, props, and vehicles for a mixed media animated feature film • Wrote a vehicle auto-rig using Python that gives the user the ability to rig vehicles with one, two, or four wheels and additional accessories • Rigged clothing on humans and creatures • Wrote documentation using Confluence for tools I developed • Onboarded multiple employees and had the artists ready within a week • Refined workflow for digital doubles/matchmove rigs • Rigging Lead: Bill Watts • Tool(s): Autodesk Maya, PyCharm, Tractor
	Project: Empulse Made Working at Halon Entertainment Year: Summer 2026 Segment: [0:31-0:40]	Work Experience Includes: • Role: Technical Animator • Launched the video game Empulse • Rigged main Mech rig and gun attachments ◦ Created entirely in Maya ◦ Exported out FBX skeletal meshes ◦ Ready for Unreal Engine 5 • Wrote tools to automate the process of rigging the mech using Python • Lead Technical Animator: Alex Novello • Lead Animator: David Wilkinson • Modeler: Samuel McCarthy
	Project: Fantoccia – hRig 2.0 (Auto-Rig) made for Halon Entertainment and for the show: Walt Disney's and Robert Zemeckis's Pinocchio	Auto-Rig Includes: • Role: Rigging/Developer Lead • Produced by myself for more than a year • Using the GUI, generate as many component guides for your rig • Based on the component guides built determines the kind of rig that is generated (leg, spine, neck, tail, etc.)

	Made Working at Halon Entertainment Year: September 2020 - October 2021 Segment: [0:40-1:13]	• Visualize the rig's hierarchy by combining different component guides together • Generate multiple limb rigs by generating duplicate guides • Use Duplicate Symmetry Button to mirror the guides over the Y/Z Plane for faster visualization • Build, destroy and Build rigs based off of guides for rapid rigging • Create visual controls for foot roll controls based off of the pivot guides at the end of the hoof. No need to worry about controls in the channel box • Adjust the size of the control and the joint placement using the guides and their metadata attributes • Create game/animation ready rigs • Critique by: Paul Lada, Keith Fallon, Fahad Haddad, Brad Alexander and Kegan Jones • Tool(s): Autodesk Maya and PyMel • Horse Pose by: Fahad Haddad • Additional Credits below*
	Project: The Ol' Grizz Made Working with Primus Year: Summer 2026 Segment: [1:13-1:29]	Work Experience Includes: • Roles: Rigger, Tech Artist, Animator • Rigged facial rig and cleaned up body rig • Pitched scenes and animated approved shots • Blocked out shot • Modeled the golden road • Worked on spark for the dynamite scene using particle emitter • Cleaned up motion capture animation • Director: Cage ClayPool • Producer: Jack Gatto (TatermanNG) • Tool(s): Blender
	Project: Gossamer (Canceled TV Series) Made Working at BRON Digital Year: November 2021 - March 2022 Segment: [1:29-1:38]	Work Experience Includes: • Role: Senior Rigger • Created multiple character and prop rigs • Rigged the flowers seen in the teaser • Fixed facial auto-rigger for all of the characters by collaborating with Rigging Supervisor, Giorgio Bertolone and getting feedback from Animation Supervisor, Jason Anastas • Attended meetings breaking down sequences to clarify the rigging needs for each scene • Wrote out documentation for rigging tools and pipeline • Tool(s): Autodesk Maya, Python, and Unreal Engine

Additional Credits: * Horse Model and Original Rig Credits: Original model: Tomasz Jurczyk (www.ikkiz.pl) Textures: Didac Ruiz (www.didacruiz.com) Rig Inspiration: Carlos Contreras (www.mothman-td.com) Resources/Inspiration for Project: mGear http://www.mgear-framework.com/ cgmToolBox http://docs.cgmonks.com/ Music Credit: Song: Rock Western Country Detective by Infraction		
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