
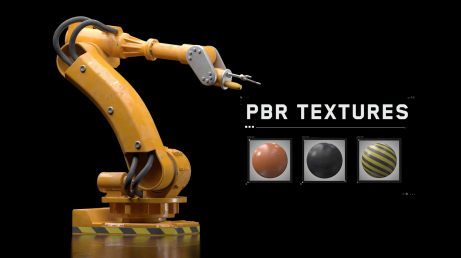

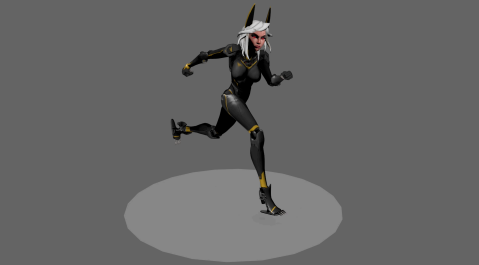
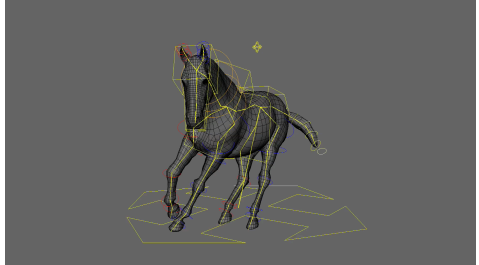


NICHOLAS HARVEY – RIGGING DEMO REEL BREAKDOWN

nickharvey95@gmail.com • nickrigs.com

Snapshot	Description	Project Details
	<p>Project: Tiny Tina's Wonderlands – Official Gameplay Reveal Trailer [Gearbox Software] Made Working at Halon Entertainment Year: Summer 2021 Segment: [0:04 - 0:21]</p>	<p>Work Experience Includes:</p> <ul style="list-style-type: none"> • Role: Rigging Lead • Performed Quality Control by checking Client Rigs for usability and possible issues • Rigged Dragon Eye • Fixed a scaling issue on the leg of the Dragon Rig • Cloth Rig created to push and pull any part of the cloth and take off the robe • Rigged Dreads, Cloth on character and Hair with FK Controls with a script I wrote to automate the process • Rigged basic gun with Bullet chain using FK Chain • Solved Alembic Cache issue with rigs • Client Rigs: Gearbox Software • Tool(s): Autodesk Maya 2019, PyMel, and Unreal Engine
	<p>Project: Introducing Kits 4.0 Unreal, Unity & Houdini Native Files [KitBash3D] Made Working at Freelance Year: Summer 2020 Segment: [0:21 - 0:29]</p>	<p>Work Experience Includes:</p> <ul style="list-style-type: none"> • Role: Freelance Rigger • Created Game-Ready Robot Arm Rig • Model Created by KitBash3D Team • Tool(s): Autodesk Maya
	<p>Project: New World: Opening Cinematic, Official Trailer & Launch Trailer [Amazon Games] Made Working at Halon Entertainment Year: Spring – Summer 2020 Segment: [0:29 - 0:56]</p>	<p>Work Experience Includes:</p> <ul style="list-style-type: none"> • Role: Rigging Lead • Performed quality control and assisted with additional rigging (cloth, accessories, fixing rigs, applying high-rez models to rigs) for the Background, Hero and Villain characters • Quality Control accomplished by replacing the current animation with the updated rig. • Wrote Python script that places vendor head rigs on client rigs and cleans up Maya Scene • Wrote needs and critiqued additional rigging for cloth and accessories created by vendor and in-house riggers • Client Rigs by: Amazon Game Studios • MotionBurner Team Assisted with Hero Facial Rigging, Cloth and Prop Rigging • In-House rigging help from: Brad Alexander and Keith Fallon • High Rez Modeling: Joao Batista and OPC Tool(s): Autodesk Maya, Unreal Engine, PyMel

	<p>Project: Rogue Hunter Made Working on Personal Project Year: Spring 2020 - Current Segment: [0:56 - 1:02]</p>	<p>Personal Project Experience includes:</p> <ul style="list-style-type: none"> • Role: Rigging Lead • Critiqued Topology of Bipedal Model • Full Bipedal Game Ready Rig with visual Foot Roll Controls • Robot Game Ready Rig • Wrote a script to export fbx animations for Unreal Engine • Bipedal Model by: Georg Uebler & Luis Millotte • Animated By: Ben Howard • Robot Model by: Luis Millotte • Animated By: Alex Rothenberg • Tool(s): Autodesk Maya 2019 and Unreal Engine
	<p>Project: Fantoccia – hRig 2.0 (Auto-Rig) Made Working at Halon Entertainment Year: September 2020 - Current Segment: [1:02-1:56]</p>	<p>Auto-Rig Includes:</p> <ul style="list-style-type: none"> • Role: Rigging/Developer Lead • Produced 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.) • 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 2019 and PyMel • Horse Pose by: Fahad Haddad • Additional Credits below*

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)

License: CC BY 4.0 (www.creativecommons.org/licenses/by/4.0/deed.en)

Resources/Inspiration for Project:

mGear

<http://www.mgear-framework.com/>

cgmToolBox

<http://docs.cgmonks.com/>

Music Credit:

“Energy” by scottholmesmusic.com