# Sune Kempf - 2009 Character Rigging Showreel – Breakdown

## Project: Hungry Hamsters

Ambitiously planned TV-series project - canceled just before production started. Rendered footage is from initial "proof of concept trailer" created before pre-production started. The demoed assets are from pre-production and are of a much higher standard



- Development of Character Rigging pipeline and In-house rigging tools*
- Rigging of all characters and props
- Co-Developed and setup very robust non-crashing facial rigging system, with deformations re-usable across characters
- Supervising Character TD on pre-production

## Project: Mini Ninjas Cinematics



- Conversion of game rigs from 3DSMax to Maya via FBX
- Skeleton customized to conform to In-house rigging tools and joint placements tweaked
- Skinning re-worked
- Extra deformers setup

*All references to "In-house rigging tools" refer to "KMA Character Tools". A fully scripted and customizable character rigging and character pipeline toolkit, developed by Sune Kempf for Krogh Mortensen Animation

## Project: Interstellar Marines – Photo Session



- Developed, scripted and setup rigs for Marine and Shark characters, weapons and props
- Supervised setup of Walker and provided rigging tutoring
- Developed "Cut scene animation transfer tool" - allowing for the transfer of all characters and camera animation from Maya to Unreal Engine 3, with the push of a button

## Project: Skraa Spurven



- Manual Rigging of Mommy Bird screen left
- Rig strictly translation based for real time mouse capture of animation.

## Project: Planet X



- Developed and did manual setup of Quasar (alien) rig
- Martin Character (boy) setup with In-house rigging tool s + custom setup
- Setup of all Character Dynamics

## Project: Nanok Amok



- Developed custom scripted rig based on the In-house rigging tools and setup the Bear Character
- Supervised Junior setting up Eskimo Characters with In-House rigging tools.

## Project: Drengen i kufferten (Having a brother)



- Developed auto rig and character pipeline for the project
- Setup bones/rig structures for 8 characters
-  Did an initial bind on unfinished main character
- Consulted on the rest of the rigging and on the design of the facial rig

## Project: Capital 1 – underwater



- Manual setup of Seahorse and Octopus Characters

## Project: Capital 1 – Puffin



- Birds were setup with a combination of the In-house rigging tools and some custom wing setup
- Character Animations of all Characters

## Project:  Capital 1 – Piggybank



- Manual setup of Piggy Character

## Project: Virtual horse racing



- Developed scripted quadruped rig suitable for rotoscoping  and setup the horses
- Jockey characters were rigged with the In-house rigging tools with a few additions
- Developed advanced animation exporter that took several keyframed animations as input and deducted their rotations them from each other. The resulting assets were then used in-engine, in a layered additive runtime animation system