

Enoch Ihde

emiccs@gmail.com

703.945.7712

Character TD Reel Breakdown



1) The Goon Comic-Con Trailer

Software: *Autodesk 3DS Max, Autodesk Softimage*

Franky: All rig, deformation, control systems, body & facial.

Props: All rig, deformation, control systems



2) Jabberwocky

Software: *Autodesk 3DS Max, Autodesk Softimage*

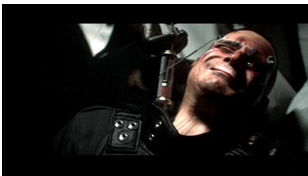
Chompy: All rig, deformation, control systems, body & facial.



3) Knight's Contract

Software: *Autodesk 3DS Max, Autodesk Softimage*

Hero Homunculus: All rig, deformation, control systems, body & facial.



4) Batman Arkham City

Software: *Autodesk 3DS Max, Autodesk Softimage*

GuardHero: All rig, deformation, control systems, body & facial.



5) Dead Rising 3

Software: *Autodesk 3DS Max, Autodesk Softimage*

Nick: Facial rig, integration in to body rig.



6) Pepperidge Farm Goldfish – Season 4

Software: Autodesk 3DS Max, Autodesk Softimage

Goldfish: Designed base rig for all Goldfish characters.

Dog: All rig, deformation, control systems, body & facial.

Paper Plane: All rig, deformation, control systems.

Cuckoo Clock: All rig, deformation, control systems.

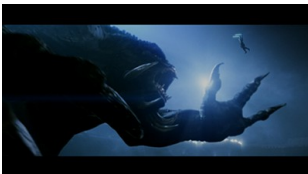


7) Speed of Magic – Ferrari Ride, Abu Dhabi

Software: Autodesk 3DS Max, Autodesk Softimage

Manta: All rig, deformation, control systems.

Miscellaneous Fish: All rig, deformation, control systems.



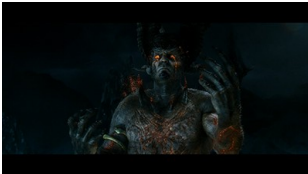
8) The Force Unleashed 2 – Teaser Trailer

Software: Autodesk 3DS Max, Autodesk Softimage

Apprentice: All rig, deformation, control systems, body & facial.

Rancor: All rig, deformation, control systems.

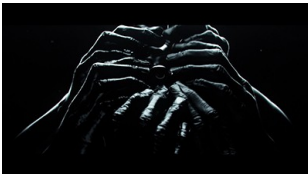
RancorEater: All rig, deformation, control systems.



9) Dante's Inferno

Software: Autodesk 3DS Max, Autodesk Softimage

Lucifer: All rig, deformation, control systems, body & facial.

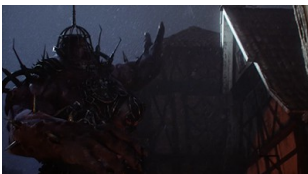


10) Girl With The Dragon Tattoo

Software: Autodesk 3DS Max, Autodesk Softimage

Humans: All rig, deformation, control systems, body & facial for all human looking assets.

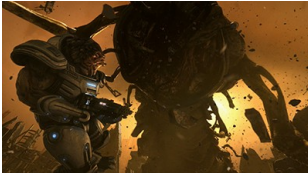
Vines: All rig, deformation, control systems.



11) Knight's Contract

Software: Autodesk 3DS Max, Autodesk Softimage

Trendula: All rig, deformation, control systems, body & facial.



12) Mass Effect 2

Software: Autodesk 3DS Max, Autodesk Softimage

ThresherMaw: All rig, deformation, control systems.



13) Lost Planet 3

Software: Autodesk 3DS Max, Autodesk Softimage

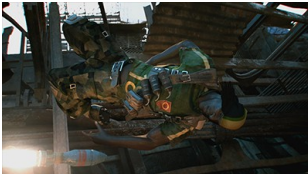
Jim: Facial rig, integration in to body rig.



14) Resident Evil: Raccoon City

Software: Autodesk 3DS Max, Autodesk Softimage

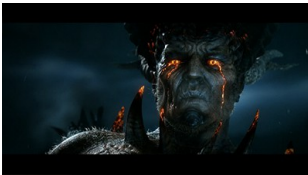
Vector: All rig, deformation, control systems.



15) Brink

Software: Autodesk 3DS Max, Autodesk Softimage

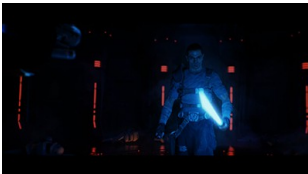
Warrior: All rig, deformation, control systems, body & facial.



16) Dante's Inferno

Software: Autodesk 3DS Max, Autodesk Softimage

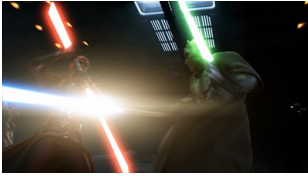
Lucifer: All rig, deformation, control systems, body & facial.



17) The Force Unleashed 2: E3 Trailer

Software: Autodesk 3DS Max, Autodesk Softimage

Apprentice: All rig, deformation, control systems, body & facial.



18) Star Wars: The Old Republic Intro

Software: Autodesk 3DS Max, Autodesk Softimage

SithInquisitor: All rig, deformation, control systems, body & facial.

SithLordYoung: Updated body rig, deformations, control systems.
Updated face rig.



19) The Simpsons Ride – Universal Studios

Software: Autodesk 3DS Max, Autodesk Softimage

Lisa: All rig, deformation, control systems, body & facial.

Maggie: All rig, deformation, control systems, body & facial.

Marge: All rig, deformation, control systems, body & facial.