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Recent projects not shown on demo reel include: Seth MacFarlane's **"Ted"**, **AE 1000**, **Pirates of the Caribbean 4**, **Cowboys and Aliens**, and Disney's **Mars Needs Moms.**

REEL CONTENTS ─────-------──

Pirates of the Caribbean 3:   *Creature TD*
- Davy Jones: Ran and tuned tentacle and cloth simulation; finaling.
- Dutchmen: Simulation, finaling.

Disney's A Christmas Carol: *Character TD*
- Marley's Ghost: Character rig and deformations. Programmed deformer "dynamicShape" to create Marley's animatable chain system and dynamic simulation. UI for animatable chains (with Nathan Frigard.)
- Ghost of Christmas Future: Character rig and deformations; programmed nurbs based lattice-like deformer to allow plastic and irregular scaling of the character; created system to allow character to flatten like a shadow against surfaces (i.e., stairs) and switch between 2D and 3D
- Demonstrations of "dynamicShape" and nurbs warp deformers

Shrek 3:   *Character TD*
- Princess "Beast" Fiona: Rebuilt entire character (except face and hair) for Shrek 3. Body deformations, motion system, animator UI, clothing.
- Guards: Built generic guard characters, including implementation of new armor system.
- Babies hair setup

Madagascar & short film: *Character TD*
- Crowd Children (at the zoo): Rigged one of the two generic "child" characters, including motion system, and all body and clothing deformations.
- Polar Bear: Rigged whole setup except face. This was an experiment with a quick deformation setup method-- allowing me to do in a few days what usually took far longer. This quickie deformations method was influential in the department; many TDs adopted parts of it.

Shrek 2:   *Character TD*
- Puss in Boots: Hat system, including poseable dynamics & dynamic simulation for brim and feather, animation UI, parenting system and "grabbability" controls so Puss can grab the hat from anywhere on its surface
- Generic children setup: All clothing, including creating wrinkles for the tunics using our pose-driven wrinkle system.
- Queen: clothing, including procedural control of poofs volume, and maintenance of trim with deformation callbacks.
- Procedural skirt deformation callback to give cloth-like effect without sim

Sesame Street / Elmo's World: *Digital Puppetry Supervisor*
- Created, rigged, and supervised digital puppet characters and performance technique.
- Rigged and programmed characters including squash and stretch motion, custom plugins.
- Devised on-set methodology, including programming capture UI, take management system, data management.
- Worked with Elmo on set for 5 seasons.
- Presented at Siggraph 2001.

Protozoa: *Character TD, Animator*
- Noggin Station ID: Created, designed, directed, animated.
- Mouse & Ed Sullivan: Rigged & animated the mouse, including programming dynamic simulation plugins in C++
- Blue Frog: Rigged & designed character; devised and implemented mocap retargeting method.
- Face tracker demo: Rigged & devised facial capture method.
- Digital puppet characters: Rigged and puppeteered a variety of these "digital puppet" character demos.