

- **1 - KeithDigital Auto-Rigger** - An evolving set of scripts that I've developed to automatically rig a biped character in a user-friendly and robust manner. More in-depth information is available on my website, but the main features are as follows:
 - **Arms:** Single-chain IKFK switching, pole vector control, stretch blend on/off, minimum arm length (to tweak amount of squash), blending for FK stretch to match IK stretch amount, additional FK squash/stretch offset, visibility switch to only show active controls vs. showing both IK and FK controls all the time, isolated bicep twist and forearm twist
 - **Wrist/Fingers/Clavicle/Neck/Head:** FK rotation control
 - **IK Spine:** Blending amount of squash/stretch, blending amount of volume preservation, advanced twist control (based on 'Awesome spine' setup), isolated chest/hip movers, overall upper body mover
 - **Legs:** Reverse foot with toe/ball/overall control, blending stretch amount, minimum length attribute to control squash
Alienboy model: Cedric Seaut
- **2 - Samsung Elephant** - Added IK/FK shoulder control to the rig, modified existing rig controls, created corrective blendshapes, and animated the walk-cycle
Studio: Absolute Post, Software: Maya
Additional CG artists: Minh Nguyen-Ba, Sheri Wong
- **3 - GE Crane** - Developed the sand interaction in Houdini for CG turtles on a live-action beach, lit and rendered interaction elements in Maya, and did the pre-Flame composite in Shake. Remodeled the hero crane's legs/claws, added the new legs into the existing rig, and worked on the displacement map for them. Created blend shapes for remodeling the crane's head, and piped them into the rig.
Studio: Framestore NY, Software: Houdini, Maya, mental ray, Shake
- **4 - State Street** - Created CG crows flying from a live-action clock tower
Studio: Absolute Post, Software: Maya, mental ray, Nuke
- **5 - 'The World Is A Steam Engine'** - Rigged a train for Koichi Nakai's graduate thesis project
NYU-CADA, Software: Maya
- **6 - 'Surrogate Mechanica' pistons/eyelids** - Demo of the rigged pistons and eyelids for the CG robot in my graduate thesis project
NYU-CADA, Software: Maya
- **7 - 'Intelligence Integration'** - A few facial exercise animations accompanying a therapist's book on childhood motor dysfunction
Freelance, Software: Maya, mental ray, Nuke
- **8 - Talking Shoe** - Animated the talking shoe, and did the lighting/composite
Studio: Absolute Post, Software: Maya, mental ray, Nuke
Additional CG artists: Minh Nguyen-Ba, Sheri Wong
- **9 - Verizon 'Tarmac'** - Created CG snow blown around by the hockey players in the live action plate, utilizing both particles and fluids. Also animated generic falling snow elements to be used by the Flame operators across various shots.
Studio: Absolute Post, Software: Maya, mental ray, Nuke, PFTrack

- **10 - Sundance Channel/Johnny Weir** - Created stylized falling snow elements, and animated a spray of jewels as Johnny skates to a stop. Also modeled the chandeliers and most of the lamps/statues in the “egg room”. Modeled/rendered the sun mirror in the final shots.
Studio: Absolute Post, Software: Maya, mental ray, Nuke
Additional CG artists: Minh Nguyen-Ba, Sheri Wong, Andrew Harper
- **11 - Nature Valley** - Rigged/animated/rendered the close-up fireflies zooming towards the camera. Animated the spherical fireworks with an expression/field driven particle system.
Studio: Absolute Post, Software: Maya, mental ray, Nuke
Additional CG artist: Pete Hamilton
- **12 - Coke Zero** - Set up an expression-based texture-driven animation system for the flipping cards. Also created a rig/expression allowing a user to easily tweak the randomized floating motion of the cards.
Studio: Absolute Post, Software: Maya
Additional CG artists: Minh Nguyen-Ba, Sheri Wong
- **13 - Nikon** - Tracked a CG camera into Ashton Kutcher's hands, and lit it as well
Studio: Absolute Post, Software: Maya, mental ray, Nuke
Additional CG artist: Pete Hamilton
- **14 - 'Surrogate Mechanica'** - A shot from my graduate thesis project. Original concept. Modeled everything except the robot's spine (which was scan data from a real human spine) and the baby (which was purchased); however I modeled the mask, umbilical cord and electrodes on the baby. Did all the rigging, dynamics, animation, shading, lighting, compositing, and camera tracking for the piece.
NYU-CADA, Software: Maya, mental ray, Fusion, Boujou
- **15 - 'Paradise Regained'** - Created a test shot of a destroyed planet for an indie sci-fi short film, primarily utilizing Maya's 3d fluids
Freelance, Software: Maya, mental ray, Nuke
- **16 - Cow** - Fur and lighting/rendering
Studio: Absolute Post, Software: Maya, mental ray, Nuke
Additional CG artists: Minh Nguyen-Ba, Sheri Wong
- **17 - 'Surrogate Mechanica'** - Poster image for my graduate thesis project
NYU-CADA, Software: Maya, mental ray, Photoshop

Music: Sage Francis - “Conspiracy to Riot (instrumental)”