

Todd Widup

Technical Artist / Creature TD

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Experience

CG Society / CG Talk Online **October 2005 – Present**

CG Workshop Instructor

Classes : Intro to Melscripting 1, Intro to Melscripting 2, Character Rigging in Maya 1, Character Rigging in Maya 2

Imagemovers Digital San Rafael, CA **October 2007 – Present**

Senior Creature TD

Projects : "A Christmas Carol"

Create custom biped, quadruped, and facial rigs for various characters
Write rigging tools

Software : Maya, python, mel, renderman, proprietary tools

Framestore CFC London, UK **March 2007 – October 2007**

Senior Creature TD

Projects : "The Golden Compass", R&D for "Primeval"

Create pipeline tools for asset management and version control that integrates with existing data base system
Run skin/fur/amour shots

Software : Maya, python, mel, renderman, proprietary tools

Mad Doc Software Andover, MA USA **June 2006 – February 2007**

Lead Character Artist

Projects : Cancelled FPS, Prototyping

Create a custom rigging system for the game and setup up in game assets

Oversee character modeling and rigging

Software : Maya, mel, modo, mudbox , unreal 3

Café FX Santa Maria, CA USA **June 2005 – June 2006**

Lead Creature TD

Projects : "Snakes on a Plane" "Pan's Labyrinth" "Scary Movie 4" "Eight Days FVM" "Ghost Rider"

From Dec 2005 thru Mar 2006 oversaw character work on 3 films simultaneously

Rig creatures, troubleshoot shots for animation /lighting and write melscripts

Software : Maya, mel, Lightwave, Modo, proprietary tools

CORE Toronto, ON CA **Jan 2005 – August 2005**

Character Finaler

Projects : "Disney's The Wild"

Run hair/fur/feather shots

Software : Houdini, proprietary tools

ILM **San Rafeal, CA USA** **Jan 2004 – Jan 2005**

Creature TD

Projects : “Star Wars : Revenge of the Sith” & R&D work

Rig various assets for show & run cloth/fur/skin/hair and rigid dynamic shots

Software : Maya, python, melscripts, proprietary tools

Weta Digital **Wellington, NZ** **Jan 2003 – December 2003**

Motion Editor

Projects : “Lord of the Rings : Return of the King”

Process motion capture data for the massive department and for Gollum shots

Create onset capture pipeline with David Bawel, integrating it into the existing pipeline

Software : Maya, python, mel, Nuance, Diva, proprietary tools

Microsoft / Volt Tech **Salt Lake City, UT USA** **June 2002 – January 2003**

Motion Capture TD/ Animator

Projects : “Top Spin Tennis” Misc R&D for other games

Process motion capture for games

Software : Maya, mel, Diva, Eva, Motion Builder

3D6 Games **Las Vegas, NV USA** **March 2002 – June 2002**

Lead Animator

Projects : “Shinobi” “Altered Beasts”

Westwood Studios / EA **Las Vegas, NV USA** **July 2001 – March 2002**

Technical Artist

Projects : “Pirates : Legend of Black Kat” “C&C : Renegade” “Tiger Woods 2003” “C&C : Generals”

Modeling and animation for cinematics, motion capture

Software : Maya, Lightwave, Vicon, Motion Builder

Dynamic Realities **Las Vegas, NV USA** **January 2000 – March 2002**

Lead Artist / Tech Support

Skill Set

Rigging, modeling, digital sculpting, tool development, animation, dynamics, simulations, drawing, painting, illustration, sculpting, scripting / tool devolpment

Education

Washburn Univ. **Topeka, KS USA** **Aug 1997 – Dec 1999**

Courses towards a BA in traditional arts

Kansas Wesleyan Univ. **Salina, KS USA** **Jan 1996 – Aug 1997**

Courses towards a BA in graphic design/ photograph

References

PJ Foley, VFX producer, pjf@dilatedpixels.net

Tim Naylor, Technical Director, tnaylor@lightstreamanimation.com

Ron Thornton, VFX Supervisor, rtthornton@gmail.com

Kevin Struckman, Compositor, kevin@struckman.com