

Jeff Woo

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OBJECTIVE: To secure a position as a Creature TD

SKILLS: **Character Rigging** - Working with show supervisors to create effective solutions for creatures in upcoming feature films. Fine tuning surface deformations to acquire realistic skin and body movement while maintaining the rigs through the pipeline and providing support to the animation department.

Scripter - Writing and managing department tools for our character team. Developing and implementing workflow ideas that would aid in upcoming feature films. Creating creature specific scripts that help in both deformation and animation.

SOFTWARE: Maya Linux Adobe Suite
Maya Muscle Mel Script Flash
Combustion Bash Script Final Cut Pro
Shave and a Haircut Python Script DVD Studio Pro

EDUCATION: **B.S., Media Arts and Animation, focus Character Setup**
The Art Institute of California- San Francisco 12/06
GPA 3.6

EXPERIENCE: **Tippett Studio - Puppet TD**
Berkeley, CA 6/07 - Present

- *Beverly Hills Chihuahua (2008)* - Controlled the Chico creature setup from start to finish. Wrote character specific tools for the animation rig. Worked closely with model to connect face blends, and with fx to design the anim timed skin dewlap simulation. Modeled blend shape correctives, and shot fixes to make sure the character maintained it's visual integrity. Also integrated the cMuscle rig and animated the majority of muscle sims for the character.

- *Mutant World Short (2008)* - Rigged five characters in under a month for a short film created by Phil Tippett.

- *Disney Toolkit Advertisements (2009)* - Worked with anim and show leads to develop props for the Television shorts. Modeled and rigged an extra stretchy tongue for a gag shot designed specifically for the iguana creature.

- *X-Men Origins: Wolverine (2009)* - Designed the Creed character for shot replacement, and fully animated shots. Worked with fx to connect the coat rig to the simulation.

- *Cats & Dogs 2 (2010)* - Proposed for the modeling department to surface match a mouse character to our previously built rat character so that we may save time transferring skin and cluster weights. Currently developing this creature.

Autumn Moon Entertainment - Character TD

Petaluma, CA 3/07 - 6/07

Contracted nine character rigs for A Vampire Story, an adventure game currently in production. Also backwards engineered new concepts to add to the rigs and created MEL automation tools to speed up the rigging process.

IZO Design - Graphic Designer

San Francisco, CA 1/07 - 3/07

Constructed numerous web page templates using adobe photoshop and indesign to help establish a small general media company.