

# Kris Andrews

Phone: 604-716-8737 / [3dKris@gmail.com](mailto:3dKris@gmail.com)  
Vancouver, Canada

Character Rigger | TD | Generalist

## Overview

- 11 years of rigging experience, in highly character driven productions
- 11 years of scripting for production
- Strong knowledge of relevant math (ie, matrix, vector, barycentrics, etc)
- Strong knowledge of human and animal anatomy (including facial musculature)
  - Have rigged for productions using motion capture
- Have animated in production

## Skills

### ARTISTIC SKILLS

- Character/Creature Rigging
- Modeling
- Animation
- Simulation
- Lighting and Texturing
- Compositing

### SOFTWARE PROFICIENCIES

- Linux / Windows
- Maya
- Softimage XSI
- Lightwave 3D
- 3d Max
- Motion Builder
- Z Brush
- Mudbox
- Photoshop
- After Effects
- Premier Pro
- Deep Paint 3d

### PROGRAMMING SKILLS

- Python
- C++
- MEL
- Maya API
- pyMel
- Qt
- Git / Mercurial / Svn

## Work Experience

Scanline Vfx (Vancouver)

Senior Creature TD

April 2015 - Present

- Wrote the modular rigging system for building creature rigs. Biped rigs that run above 60 fps with skinned geo (Power Rangers, Guardians of the Galaxy, Justice League).
- Rigged "Cyborg" for production "Justice League"
- Rigged hero snake and "Arthur" for the production "King Arthur: Legend of the Sword"
- Developed numerous tools and UIs for rigging and animation departments including: mocap retargeting system, ik/fk switch, space switching, base creature and biped build scripts.

ILM (Vancouver)

Creature TD

Dec 2014 – April 2015

- Performing muscle, flesh, cloth, hair and fur simulation of hero characters / creatures (Warcraft).
- Created various dynamic setups.
- Corrective sculpting.

Nitrogen Studios (Vancouver)

Senior Modeler / Rigger

Feb 2014 – Dec 2014

- Responsible for rigging assets
- Wrote in house procedural rig assembler and UI (QT)
- Responsible for development and support of various tools
- Responsible for training and mentoring

<b>Rainmaker (Vancouver)</b>	<b>Senior Creature TD</b>	<b>2011 - 2013</b>
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- Wrote a deformer Import/Export tool for our rig builder
- Extended our rig builder system to use class like inheritance
- Wrote our main Rigging UI (QT)
- Created various skinning tools
- Rigged numerous characters and creatures, including horses, dogs and birds
- Designed a work flow for positioning skeletons for our rig builder, and mocap

<b>Guru Studio (Toronto, Canada)</b>	<b>Rigger / Generalist</b>	<b>2010 - 2011</b>
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- Designed and built a system for rigging the bodies of the biped and quadruped characters
- Wrote and maintained many tools and UIs
- Wrote and maintained the asset pre-publish script used to finalize the assets
- Responsible for modeling and rigging characters and props
- Responsible for fixing technical problems and solving a number of technical animation challenges

<b>C.O.R.E. Digital Pictures (Toronto, Canada)</b>	<b>Rigger / Generalist</b>	<b>2009</b>
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- Responsible for modeling and rigging characters and props

<b>Topix Studio (Toronto, Canada)</b>	<b>Character Rigger / Generalist</b>	<b>2006-2007</b>
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- Responsible for rigging characters, and other technical animation challenges
- Often animated Scenes
- Responsible for setting up render passes of my shots
- Occasionally called upon to model, texture and simulate

## Education

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<b>Vancouver Film School (Vancouver, Canada)</b>	<b>2004-2005</b>
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3d Animation and Visual Effects Certificate

<b>Van Arts (Vancouver, Canada)</b>	<b>2004</b>
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Participated in the Van Arts annual Animation Work Experience Program