



CG ANIMATOR

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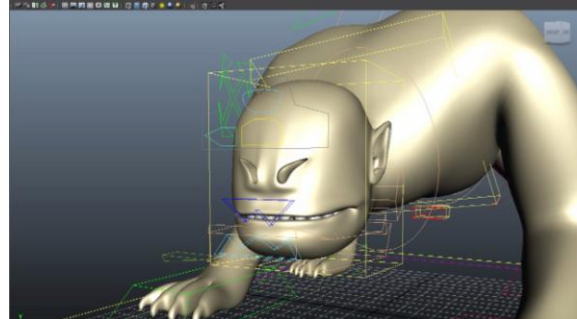
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RIGGING - BREAKDOWN SHEET



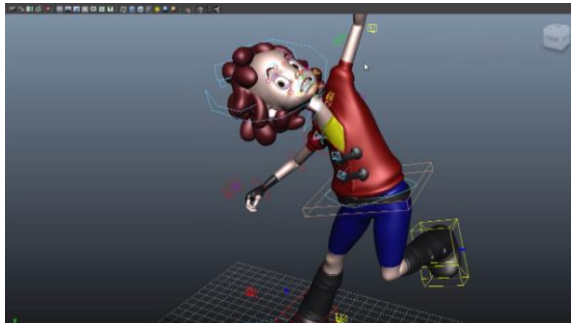
Character 1: *Madcow Rig*

- Responsible for the Body Rig.
- Created & Facial Rig by: Daniel C. Augsburger
- Character Design by: Jerald Lewis II
- Modeled by: Danesh Taraporevala



Character 2: *Beast Rig*

- Responsible for the Rigging.
- Created & Modeled by Dan Field.



Character 3: *Elsie Rig*

- Responsible for the Body Rig & IK Hair Dynamics
- Created by: Danielle Interdonato
- Modeled by: Leon Li-Aun Sooi
- Facial Rig by: Daniel C. Augsburger



Character 5-5: *Pixel Rigs (Garcian & Opal)*

- Responsible for Modeling, Texture, & Rigging
- An experimental rig consist of 4000-5000 small cubes mapped & bound to each rig. The deformation of the rig consisted of creating rows of particle replacement cubes, then mapped to appear & disappear depending on body, arm, or leg coordinates.
- Opal Character Design by Amanda Christensen