

Demo Reel Breakdown

Andrew Kaufman

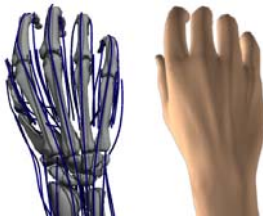
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Part 1: Musculotendon Simulation for Hand Animation



- Automatic technique for generating the motion of tendons and muscles under the skin of a traditionally animated character
- Published and presented at SIGGRAPH 2008
- http://www.cs.ubc.ca/labs/sensorimotor/projects/hands_sig08

Part 2: Animated Shorts

Scene 1: Information



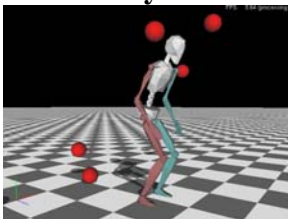
- All visual aspects, from story to render
- Modeling, animating, physical simulation, cameras, shading, lighting, and rendering all done in Maya

Scenes 2 & 3: Mime & Punishment



- Co-wrote story
- Co-instructed a class of novice animators: taught students to use Maya, to use the rigs, animation principles, and directed them in creation of the 3 minute short
- Modeled and rigged businessman character, facial blend shapes, set design
- The rigging overview plays after Shot 3. Note: facial UI based on script by CG Toolkit from “The Art of Rigging”

Part 3: Physical Simulation



- Co-created a Balance Controller for autonomous animated characters
- Stabilizes the character’s center of mass
- Simulation framework is in C++, using OpenGL and Tcl/Tk