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TECHNICAL REEL BREAKDOWN SHEET

1. Layout Skeleton

This is part of my auto rigging script. The layout skeleton allows the user to quickly fit it to their character and then generate maya joints from the placement of the layout. This takes away the tedious task of having to draw all your joints manually.

2. Autorigger

The autorigger automates the process of rigging your character. It sets up all the rigs for the different parts of the body and then connects them and groups them. It supports stretchy limbs and spine. There is also support for IK/FK fingers. The spine is rigged with a spline IK but can be controlled in both IK and FK simultaneously. The script also neatly creates the rigs's hierarchy so that the rig is fully scalable. All the parts are put under a single group node to reduce clutter in the scene file, especially if you have multiple characters.

3. Animation Toolkit

The animation toolkit further extends the capability of the rig created by the autorigger. It allows you to have space matching between the IK and FK limbs. Essentially, this means that you can have the IK snap to the FK and vice versa, giving you the ability to switch between IK and FK seamlessly without using an IK/FK blend.

The script also gives you the ability to change the location of the rig's pivot point. The pivot can be animated so you can have the character swivel from different locations throughout your animation.

The script can handle multiple characters through the use of namespaces.

4. SplitJoints

SplitJoints makes it easy to add more joints to an existing joint chain or to create joints along a NURBS curve. You can also add a spline IK to the joint chain and make it stretchy.

5. Cloth Simulation

These are some cloth simulations that I created for a short film I worked on called "The Raccoon and the Crawfish". The cloth was simulated using Maya nCloth. I also included the rendered shots to show the final look of the cloth.

6. Truck Rig

This truck is from the current film I am working on called "My Home". The truck was

modeled by Victor Garcia. I created the rig. The vertical motion of the wheels affects the body of the car in a realistic manner and gives the feel of suspension. The steering wheel turns the front wheels and the ratio of steering angle to wheel angle is adjustable. The truck animation and character rigs were done by me. All character design, UV layout, animation, cloth, set modeling, lighting, rendering, compositing and voice acting were done by me.

7. Fluid Simulation

The fluid simulation was done by me in Realflow 4. The particle count for the spilling water was upwards of five million particles. Rendering was done by me in Maya.