

Reel Breakdown

Jeremy YeoKhoo
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Title: Character/Creature Technical Director Showreel v2.01

Updated: 22/02/2014

Capable Roles: Character TD, Creature TD, FX Artist

Time	Title	Relevant Information	Technical Use
00:00	Introduction	Jeremy YeoKhoo Character TD Reel v4.10	
00:07:00	Nissin Cup Noodle	Character/Creature TD <ul style="list-style-type: none"> • Muscle Rig • Dynamics Simulation • Biped Rig 	Maya, Python, Maya API
00:20:00	Tooheys Dry - Repay your mouth	Character/Creature TD <ul style="list-style-type: none"> • Muscle Rig • Socking Setup • Dynamics Simulation 	Maya, Python, Maya API
00:27:00	Woolworths - Aussie Animals	Creature TD <ul style="list-style-type: none"> • Fur Look Development 	Yeti for Maya, Vray
00:32:00	CocaCola Polar Bears	Character FX Technical Director <ul style="list-style-type: none"> • Anim FX in XSI (Feather Rig and Anim Tech) • Char Finaling • Char FX/Dynamics 	Maya, Animal Logic's Propriety Tools, XSI
00:45:00	Walking With Dinosaurs	Character Supervisor <ul style="list-style-type: none"> • Anim FX in XSI (Muscles and Anim Tech) • Char FX • Generic FX tools/rigs • Fog, Smoke, Breath • Dynamics Shot Work 	Maya, MEL and Python, Animal Logic's Propriety Tools, Houdini, Nuke, XSI
00:53:00	The Hunger Games	Creature Technical Director, <ul style="list-style-type: none"> • Fur System in Shave • Look Development • Muscle Dynamics shot work • Socking shot work 	Maya, Shave and Haircut, Yeti, 3delight
01:07:00	Journey 2	Creature Technical Director, <ul style="list-style-type: none"> • Fur System/Rig in Shave • Dynamics shot work • Cache Tools in python • Hair Dynamics digidouble 	Maya, Shave and Haircut, 3delight,python
01:22:00	Harry Potter 7B	Modeller and Rigger <ul style="list-style-type: none"> • Stereo Conversion modeling • Prop Rigging 	Maya
01:30	The Padawan Menace, Lego Star Wars	Character Technical Director, <ul style="list-style-type: none"> • Character Rigging • Vehicle/prop Rigging 	Maya, Python and MEL
01:41:00	Legends of the Guardians: Guardians of Ga'hoole	Character FX Technical Director, <ul style="list-style-type: none"> • Feathers • Fake Collision Development • Secondaries Motion Character Development • Character Finaling Duties • Character FX Duties • Anim Tech 	Maya, MEL, Animal Logic Proprietary Feather System, XSI Rigging

01:41:00	Star Wars: The Clone Wars	Assistant Technical Director (Animation Pipeline) <ul style="list-style-type: none"> • Generic Rigging • Character Finaling Checkpass • Pipeline Upkeep • Lighting Assistance • Animation Assistance 	Maya, MEL, Mental Ray
02:05:00	Fango (Personal Prohject)	Director, Animation by Alex Espigares	Maya, Mental Ray, Nuke
End		Character/Creature TD Showreel v2.01 by Jeremy YeoKhoo jeremy.yeokhoo@gmail.com	

More Information can be provided upon request.

Please ask for a reference contacts.