

Juan Francisco Correa Diaz  
**SHOWREEL Character TD (2011) - Breakdown**

00.00.03 // 00.02.37

**Mohan Rig (2011):**

-Personal project

Studio: <http://home.bournemouth.ac.uk/>

Software: Maya - Python

Description and features: Character design, Modelling and Rigging. New rigging systems based on my own research: [http://www.sod4602.com/misc/jc\\_kinesiology4riggers.pdf](http://www.sod4602.com/misc/jc_kinesiology4riggers.pdf) Animation cycles by Patric Semple.

00.01.00

**Muscle System (2011):**

-Personal project

Studio: <http://home.bournemouth.ac.uk/>

Software: Softimage | XSI, Python, ICE.

Description and features: Muscle system, created through Python using ICE kinematics. Uses one script to create the muscles, and an other to apply it as a deformer.

00.01.13 // 00.01.55 // 00.02.25

**Mice (a Cat) and Men (2011):**

-Short Film

Studio: <http://www.adroitedelalune.com/>

Software: Maya.

Description and features: Character Rigger and TD. Rigged 5 out the 8 main characters, 11 secondary characters, and numerous props.

00.01.33

**The Hosts (2011):**

-Short film

Studio: <http://home.bournemouth.ac.uk/>

Software: Excel, Softimage | XSI, Mudbox, Photoshop.

Description and features: Producer of for the Live Action and CG Integration short. Character Design, Organic and Hard surface modelling - texturing.

00.01.46 // 00.02.18

**Juno - Paper World (2010):**

-Music Video

Studio: <http://think-silly.com/>

Software: Softimage | XSI, Jscript.

Description and features: Character TD and Rigger. Rigged the 3 main characters and secondary crows. Provided tools for pipe line and animators.