

Juan Francisco Correa Diaz

SHOWREEL

Rigger / Character TD (2013) - Breakdown

00.05 // 00.34

Faora Puppet and Deform and armor rigs.

Man of Steel (2013)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

00.34 // 00.39

Drop Ship puppet rig.

Man of Steel (2013)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

00.39 // 00.47

Helicopter rig.

Skyfall (2012)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

00.47 // 00.53

Vicar's Module rig.

Prometheus (2012)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

00.53 // 01.27

Snake's scales and splinter deformation. Creature rigs. Angelique digi-doble and Heart rigs.

Dark Shadows (2012)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

01.27 // 01.50

Hammerpede additional deform rig.

Prometheus (2012)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

01.50 // 01.59

Additional Crowd Blob rig. Prop rigs.

World War Z (2013)

Studio: MPC <http://www.moving-picture.com/>

Software: Maya - Mel

01.59 // 02.22

Tank and Car rigs.

White House Down (2013)

Studio: Prime Focus <http://www.primefocusworld.com/>

Software: Maya - Mel

02.22 // 02.48

Digi-double puppet, deform and cloth rigs.

Undisclosed pitch (2014)

Studio: Prime Focus <http://www.primefocusworld.com/>

Software: Maya - Mel