

Juan Francisco Correa Diaz

CURRICULUM VITAE

Place and date of birth Bogot, 19 December 1979
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LANGUAGES: Spanish / English / Italian / French

Senior Rigger - Creature TD.
Specialities: Creating high-end character and creature Rigs.
Scripting rigging and animation libraries and tools.

WORK EXPERIENCE

[Weta Digital](#) - October 2017 to present - Wellington, New Zealand
Creature TD in Film. Creature Technical Director at Weta Digital.

[Double Negative](#) - October 2016 to present - London, UK
Creature TD in Film. Developing creature and character rigs for production. Maya, Python.

[Framestore](#) - May 2013 to October 2016 - London, UK
Rigger in Film. Rigs for creatures, digi-doubles and vehicles. Maya, MEL and Python. Working on a highly advanced proprietary rigging pipeline and library. Maya, Python, Mel.

[Prime Focus](#) - July 2012 to May 2013 - London, UK
Rigger in Film. High detailed rigs for creatures, vehicles and digital doubles; plus cloth simulation. Maya and Python.

[The Moving Picture Company \(MPC\)](#) - October 2011 to May 2012 - London, UK
Rigger in Film. Rigs for creatures, digi-doubles and vehicles as well as prototyping deformation tools. Maya, Mel, Python.

Rebel Alliance Fx- June 2011 to December 2011 - remote work
Lead Character TD, Making rigs and deformations for creatures as well as transformation systems.

Think Silly - January 2008 to December 2011 - Hong Kong
Rigger /Character TD / Generalist. Several TV Adverts, Music Videos and Short Films. Creating rigs for a great variety of characters, from toon / shaded / cartoony, to realistic digi-doubles.

A Droite de la Lune - May 2009 to May 2010 - Paris, France
Character Rigger. Short Film "Mice (a Cat) and Men".

Digitaline - September 2008 to December 2010 - Paris, France
Rigger / Generalist. Several TV Adverts and Short Films. Modelling both hard surface and organic characters in several projects; rigged robots, humans and creatures, and did simulations for liquids and particle effects.

[Unreel](#) - March 2009 to August 2010 - Paris, France
CG Generalist. Generalist in several TV Adverts doing layout, texturing and modelling.

[Mbang Studio](#) - February 2008 - September 2010 - Rome, Italy
Character TD / Rigger. Several TV Adverts, Music Videos and Short Films.

[Caracol TV](#), - June 2007 to August 2007 - Bogota Colombia
3D Generalist. Generalist 3D for the LATINTIN project. Modelling, rigging, animation.

Proxima VFX - February 2007 to March 2007 - Rome Italy
Technical Director 3D. Feature film "The Etruscan Mask" in the crow sequences. Rigging, Modelling, Texturing. Crowd system and render.

Lumiq Studios - October, November 2006 - Turin Italy
Character TD - Set-up, Rigging, generalist. Opening sequence for the film "Ole".

[Odyssee 2003 a Project for Peace](#) - August 2003 - November 2003 - France
Video Shooting and Editing. Documentary "Odyssee Documentary Video" Round Trip in the Mediterranean Sea Sending a Message of Peace.

WORK EXPERIENCE (Teaching)

[ANIMUM Creativity Advanced School](#) - October 2015 - December 2016 - **Online, Spain**
Rigging Tutor. Online lecturer, Introduction to Muscle setups and skin simulation in Maya.

[Bournemouth University](#) - June 2016 - June 2016 - **Bournemouth, UK**
Guest Rigging Lecturer - Two day rigging workshop on Quadruped Rigging for the 3D Computer Animation Masters students.

[ANIMUM Creativity Advanced School](#) - January 2016 - April 2016 - **Online, Spain**
Rigging Tutor. Second module of the online Rigging course. Marking and providing personalised video-corrections per lecture, per student.

[Bournemouth University](#) - June 2015 - June 2015 - **Bournemouth, UK**
Guest Rigging Lecturer - Two day rigging workshop on Facial Rigging for the 3D Computer Animation Masters students.

[Loop 2009](#) - November 27, 28 and 30th - **Bogotá, Colombia** (5th Latin-American animation and video-game festival) Speaker: "Optimized Rigging for Production", Maya workshop, 12 hours.

[Universidad Javeriana de Bogota](#) - January 2008 to December 2008 - **Bogotá, Colombia**
3D Animation Teacher. "3D Animation" Course for the 3rd and 4th year students of the "Visual Arts" Major. 3D modelling, rigging, rendering and compositing. Blender / Maya / XSI.

[European Institute of Design](#) - March 2007 - **Milano, Italy**
Guest Tutor. Two seminars with the second year students of animation: SOFTIMAGE|XSI Kinematics and Deformations.

[Centro Sperimentale di Cinematografia](#) - September 2006 a December 2006 - **Turin, Italy**
3D Tutor. For the second year students in the 3D course.

STUDIES

[Bournemouth University](#) - September 2010 to September 2011 - **Bournemouth, Uk**
Masters in Arts 3d Computer Animation

[Centro Sperimentale di Cinematografia](#) - September 2003 to January 2007 - **Turin, Italy**
Diploma in Animation

Maldoror - September 2001 to September 2003 - **Rome, Italy**
Camera Man - Cinema Diploma

[Pontificia Universidad Javeriana of Bogota](#) - 1997 to 2001 - **Bogotá, Colombia**
Visual Arts. Visual Arts with Audio Visual emphasis.

High school diploma - 1984-1996