



David Richard Nelson

Proven digital artist and content creator in film, interactive, and technology sectors.

Passionate about the art of digital content creation of characters and creatures.

Through collaboration, latest DCCs, cloud, mobile and AR/VR platforms, leveraging team building, pipelines, machine learning and neural networks to evolve the next generation of story telling for product design and human engagement

Contributions

PIXAR
ANIMATION STUDIOS

TIPPETT
STUDIO

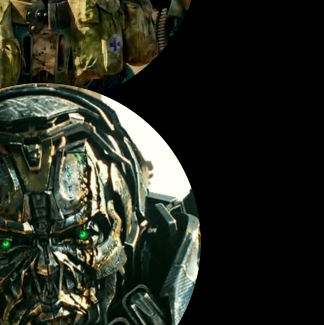
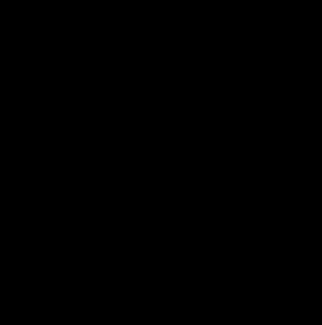
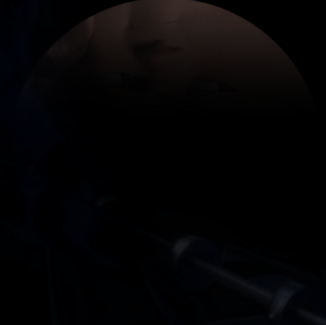
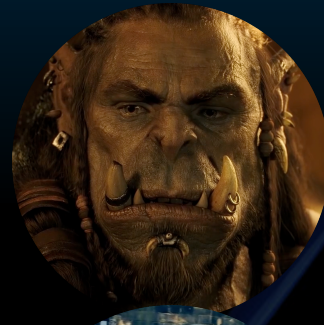
LAIKA

AUTODESK

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Adobe

PS5





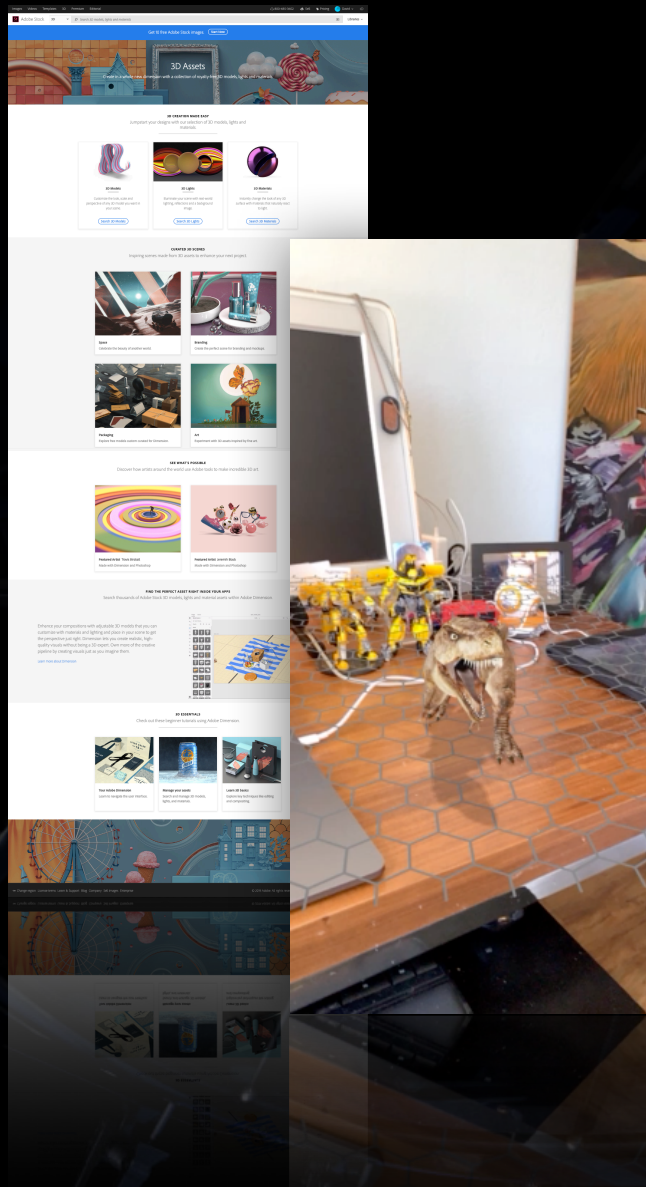
Producer/Tech Art

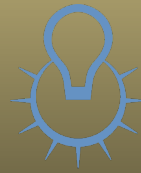
Led Creative Operations Content Team:

- 👁 Dimension
- 👁 Project Aero
- 👁 Stock 3D

KPIs:

- ✓ OBJ MDL MTL mayapy pipeline
- ✓ Shotgun integration with API
- ✓ Dn automation
- ✓ Ar automation
- ✓ Maya2glTF pipeline
- ✓ Ar QE
- ✓ Pipeline TD FTE hire
- ✓ 3D Designer FTE hire
- ✓ Roadmap strategy for Ar, Dn, St 3D
- ✓ Special projects: NASA, Tony Hawk





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Transformers: The Last Knight

- ✓ Innovated rigging for body and facial articulation for Bumblebee, Hotrod, and Hound hero and WWII variants using Maya, BlockParty2 and Zeno.
- ✓ Ideation and coding of BlockParty2 blocks (python API) for transformers' shoulders.
- ✓ Transformation generation using micro rigs for transformation on Bumblebee using BlockParty2 to supplement traditional TFM animation.



Teenage Mutant Ninja Turtles; Out of the Shadows

- ✓ Realized client vision and developed body and flesh simulation setup for Krang monster and droid and all droid parts with swapping systems and python side tools for animation using BlockParty2 and Zeno.
- ✓ Finalized dozens of shots using cloth, flesh, and shape targets.
- ✓ Ideated and coded in Maya PyQt tools for animators to run tentacle simulations in Maya on Krang.
- ✓ Bridged gap for cartoony style to photo real integration of BlockParty2 blocks for cMuscleSplineDeformer and IK pivot sliders to comply with Zeno simulation setup workflow.



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Warcraft



- ✓ Took ownership of hero character Durotan rigging and simulation setup using pose space deformation, costume, and flesh.
- ✓ Finalized dozens of shots using simulation on flesh, clothing, hair, and shape targets.



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Pacific Rim

- ✓ Led the charge rigging one of the most complicated robots in ILM history for complexity, physicality, and shot structure of Gipsy Danger (Jaeger robot) and her 27 variants for the film.
- ✓ Fulfilled complex prop rigging of helicopters, jaeger launch platforms, and tanker and animation tools.
- ✓ Created studio wide Maya tools for enveloping fixes in Maya with python API for Creature Development Department.
- ✓ Achieved director vision for Kaiju Otachi rigging, simulation and flesh for all variants (open and closed wings).
- ✓ Completed dozen shots running flesh simulation on Otachi including transformation shot to opened wings.



ParaNorman



- ✓ Pitched and coded automation system for character bodies and faces for VFX division to use on ghosts and crowd characters using same deformer and setup as stop motion Rapid Prototype department.
- ✓ Battle tested the pipeline system rigging dozens of ghosts and crowd characters from head to toe for the film.



Enchanted, Charolette's Web, Son of the Mask



Enchanted:

- ✓ Supervised 4 person rigging team on all 3D rendered creatures for the film.
- ✓ Ideated, pitched and accomplished hybrid nonlinear facial system on Pip (chipmunk) and Narissa beast.

Charolette's Web:

- ✓ Lead 2 person rigging team developing 3D crows, Templeton (rat), and all supporting accessories.
- ✓ Pitched and delivered RBF based system for shapes on Templeton.
- ✓ Developed and executed shots of Templeton's interaction with live set using projection deformers for FX.

Son of the Mask:

- ✓ Initial creation of a hybrid nonlinear facial system for Otix (dog) to get multiple Tex Avery style poses achieved with pose to pose with animators.
- ✓ Produced cartoony rigs across the board to realize director vision.



The Incredibles

- ✓ Seamlessly worked between Character Technology and Art Teams on model, rig, muscle, and PSD system for Dash Parr.
- ✓ Developed hero character work in Shorts Film Department.

