

# Jason McKeeman | Showreel Breakdowns

## INVICTUS (2009)



<b>STUDIO</b>	CIS Vancouver
<b>TECHNOLOGY</b>	Maya, Houdini, Python (PyMEL), Rush
<b>CONTRIBUTION</b>	Designed and developed procedural nCloth pipeline to provide Massive crowd simulated characters with clothing and flags.

Wrote tools for cloth and animation departments to expedite and automate character assembly, application of cloth presets, nCloth simulation and geometry caching using Rush render farm technology.

## BARBIE AND THE THREE MUSKETEERS (2009)

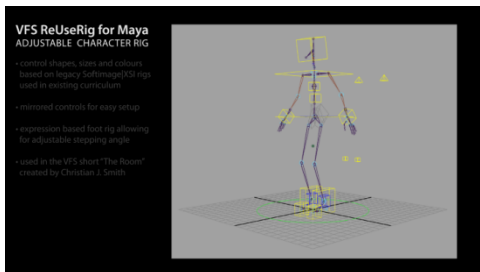


<b>STUDIO</b>	Rainmaker Entertainment
<b>TECHNOLOGY</b>	XSI, Syflex, Python
<b>CONTRIBUTION</b>	I created the skirt rig and simulated the skirt in this shot using XSI cloth.

I wrote a radial spring dynamics plugin for XSI using Python. Using this as a foundation, I built an animator friendly multi-level ribbon control rig for different scenarios (whiplash, roll-up and wrap-around control schemes).

I rigged the dishcloth with a simple bone chain after using Syflex to shape it.

## REUSE RIG FOR MAYA (2008)



<b>STUDIO</b>	Vancouver Film School
<b>TECHNOLOGY</b>	Maya, MEL, XSI, Crosswalk
<b>CONTRIBUTION</b>	I built an adjustable biped character rig for Maya based on existing XSI rigs used in the school's curriculum.

I used Crosswalk to match initial transforms and proportions.

I wrote documentation and MEL scripts to support the rig, and also trained students how to use it and augment it with more advanced functionality.

## HIGH FIVE (EXCERPTS AND RIGS FROM STUDENT SHORT FILM) (2007)



<b>STUDIO</b>	Vancouver Film School
<b>TECHNOLOGY</b>	XSI, Photoshop, After Effects, Reelsmart Motion Blur, Frischluft Lenscare, La Maison 2D Motion Vectors Export Shader, mental ray, JavaScript
<b>CONTRIBUTION</b>	I was responsible for the creation of all elements in the film.

Tasks involved storyboarding, character design, layout, character and vehicle rig development and animation, look development, texturing, lighting, rendering and compositing.

## MAYA LIVE TRACKING SHOT (2007)



<b>STUDIO</b>	Vancouver Film School
<b>TECHNOLOGY</b>	XSI, FBX, Maya Live
<b>CONTRIBUTION</b>	Modeled and textured in XSI, brought into Maya using FBX. Lit and tracked in Maya.

Survey data by Jam Blumczynski

## SKATERAT (DEVELOPMENT FOR SHORT FILM) (2008-)



<b>STUDIO</b>	Independent Short Film
<b>TECHNOLOGY</b>	XSI
<b>CONTRIBUTION</b>	I rigged and weighted this character for an independent short film that is in progress. Modeling was done by Tristan Goodes.

I modeled, textured and rigged the skateboard.