

Kristoff Johnson

Character Rigger
Technical Artist

Demo Reel Breakdown

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(0:00 - 0:10) Project: Recore
Studio: Armature Studio
‘Joule with crystal’

Setup character and bone driven facial rig, skin weighting, cloth solver setup, motion capture retargeting, implementation into engine cinematics.

(0:11 - 0:19) Project: Iron Man 2
Studio: Sega Studios SF / Secret Level
‘Tony Stark’

Setup Character and bone driven facial rig, motion capture validation, skin weighting

(0:20 - 0:29) Project: Recore
Studio: Armature Studio
“Joule, Kai, and Seth”

Setup all character rigs, bone driven facial rigs, facial pose libraries, skin weighting, cloth solver setup, motion capture validation and retargeting, implementation into engine cinematics. Developed modular system for all Robok armor types and implementation into engine using Unity prefab system.

(0:30 - 0:32) Project: Epic Mickey 2
Studio: Disney Interactive / Junction Point
“Mickey and Gremlin Gus”

Character rigging of Mickey and gremlin variants using rigging system. Validated facial blend shapes, skin weighting.

(0:33 - 0:36) Project: Recore
Studio: Armature Studio
‘Joule and her dad’

Setup all character rigs bone driven facial rigs, facial pose libraries, skin weighting, cloth solver setup, motion capture validation and retargeting, implementation into engine cinematics.

(0:37 - 0:39) Project: Iron Man 2
Studio: Sega Studios SF / Secret Level
“Tony become iron man”

Setup character rig, bone driven facial rig, modular armor system, skin weighting, validation of motion capture.

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**(0:40 - 0:46) Project: Recore
Studio: Armature Studio**

'Security Officer V1-OLT'

Setup Character rig, worked with modeler on character design and implementation, skin weighting.

**(0:47 - 0:52) Project: Recore
Studio: Armature Studio**

'Kai and Seth'

Setup all Character rigs, bone driven facial rig, facial pose libraries, skin weighting, cloth solver setup, motion capture validation and retargeting, implementation into engine cinematics. Modular Robok armor system using Unity prefab system.

**(0:53 - 0:58) Project: Recore
Studio: Armature Studio**

"Joule and her dad"

Setup all character rigs, bone driven facial rig, facial pose libraries skin weighting, cloth solver setup, motion capture validation and retargeting, implementation into engine cinematics.

**(0:59 - 1:05) Project: Epic Mickey 2
Studio: Disney Interactive / Junction Point**

'Train Conductor'

Setup character rig, worked with modeler on topology and design, skin weighting.

**(1:06 - 1:12) Project: Recore
Studio: Armature Studio**

'Joule meets Duncan'

Setup all character rigs, skin weighting, cloth solver setup, animation and motion capture validation and retargeting, implementation into engine cinematics. Modular Robok armor system using Unity prefab system.

**(1:13 - 1:18) Project: Iron Man 2
Studio: Sega Studios SF / Secret Level**

'Spider Tank'

Setup Character rig, skin weighting.

**(1:19 - 1:21) Project: Epic Mickey 2
Studio: Disney Interactive / Junction Point**

'Oswald'

Setup Character rig, blendshape facial system validation, skin weighting, verified consistency between product skus.

(1:22 - 1:25) Project: Recore**Studio: Armature Studio****'Joule and Mac'**

Setup character rigs, bone driven facial rig, skin weighting, sloth solver setup, motion capture validation and retargeting, in game IK solver setup, implementation into engine cinematics. Modular Robok armor system using Unity prefab system.

(1:26 - 1:34) Project: Davis Attenborough's Early Life**Client: ZooFX / BBC****'Arthropleura'**

Rigged unique Arthropleura millipede creature rig with multiple legs. Expression based leg animation systems and ribbon spine / body setup.

(1:35 - 1:37) Project: Epic Mickey 2**Studio: Disney Interactive / Junction Point****'Mickey into the Train with Gremlin Gus'**

Character rig setup and skin weighting. Blend shape facial target validation.

(1:38 - 1:40) Project: Iron Man 2**Studio: Sega Studios SF / Secret Level****'War Machine'**

Character rig setup on WarMachine and all enemies, skin weighting, modular armor and weapon system development, Havok animation blending state machine setup.

(1:41 - 1:43) Project: Iron Man 2**Studio: Sega Studios SF / Secret Level****'Spider Tank'**

Character rig setup, skin weighting, in game IK solver setup, Havok animation blend state machine setup.

(1:44 - 1:48) Project: Epic Mickey 2**Studio: Disney Interactive / Junction Point****'Mickey, Oswald, and Gremlin'**

Character rig setup, skin weighting, facial blend shape validation.

(1:49 - 1:52) Project: Iron Man 2**Studio: Sega Studios SF / Secret Level****'Iron Man and Black Widow'**

Character rig setup on Iron Man and Black Widow, skin weighting, Havok animation blending state machine setup, modular armor system development.

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- (1:53- 1:56) Project: Iron Man 2**
Studio: Sega Studios SF / Secret Level
“Landing pattern”

Mechanical rig setup and skin weighting. Worked with modeler on design and implementation.

- (1:57 - 2:00) Project: Epic Mickey 2**
Studio: Disney Interactive / Junction Point
‘Mickey, Oswald, and Ortensia’

Character rig setup, skin weighting, facial blend shape validation.

- (2:01 - 2:04) Project: Recore**
Studio: Armature Studio
‘Recore Character lineup’

Setup and rigged all human and Robok characters in game, skin weighting, animation retargeting, cloth solver setup, in game IK solver setup, modular Robok armor system developed with Unity prefabs, animation blend state authoring and maintenance, modular Robok rigs developed, Automated rigging system written in Python, animation tools, retargeting tools, export tools, facial setup, and cinematics support.

- (2:05 - 2:11) Project: Recore**
Studio: Armature Studio
:Joule and Mac’

Setup Would and Mac rigs, bone based facial rig, facial pose libraries, skin weighting, cloth solver setup, in game IK solver setup, developed modular Robok armor using Unity prefab system.

- (2:12 - 2:21) Contact Information and skillset**