

TRAVIS HAUSMAN

RIGGING REEL BREAKDOWN

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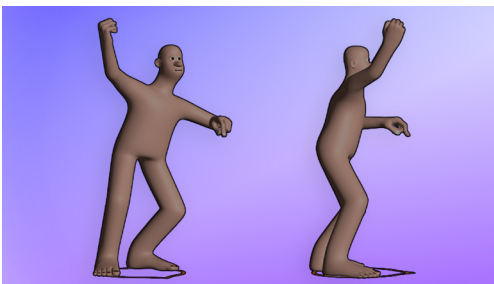


PROJECT: Branch rig for training in "PREMO 3" software at DreamWorks Animation

ROLES: I rigged the body of Branch, a main character from *Trolls: World Tour**

DETAILS: In the span of a month, I rigged a full body (excluding the face) using proprietary software at DreamWorks Animation. I used DWA's "bundle" system to fit joints and paint weights based on their MOS system (akin to wire deformers in Maya). Much of the work was aesthetic, building sculpted shapes using in-house tools for most poses. I also explored many smoothing techniques and external deformers, including but not limited to: bendy limbs, contour-based lattices, and "muscle dot" systems.

TOOLS: PREMO 3, Maya



PROJECT: HumanB rig for training in "RIG" software at DreamWorks Animation

ROLES: I rigged the body of humanB, a background asset from *Ruby Gillman, Teenage Kraken**

DETAILS: In the span of two weeks, I rigged a full body (excluding the face) using proprietary software at DreamWorks Animation. I used DWA's "package" system to fit joints and paint weights based on their MOS system (akin to wire deformers in Maya). Much of the work was aesthetic, building sculpted shapes using in-house tools for most poses.

TOOLS: RIG, Maya, PREMO

* Branch and HumanB are property of DreamWorks Animation. My rigs were made using assets based on finished products -- my work is not present in either *Trolls* or *Ruby Gillman*.

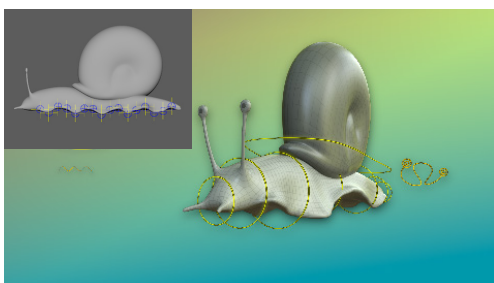


PROJECT: "[Bug Warrior](#)"; May 2022; Duo Project

ROLES: Responsible for all modeling, rigging, animation, and compositing work. Began as a modeling directed study and evolved into a 20 second short

DETAILS: Every object in-scene is rigged and animated. This includes the blades of grass, which are animated using sine-expressions and curve deformers, and the reins, which are rigged using an IK-spline.

TOOLS: Maya, Zbrush, Renderman, Nuke



PROJECT: Snail rig for "[Bug Warrior](#)"; May 2022; Duo Project

ROLES: I modeled, rigged and animated the snail character, which serves as a steed for the hero. Part of this process involved a method to automate the snail's undulation.

DETAILS: The body is driven mainly by an IK-spline with stretch and twist capability. Under the hood is a system of locators that are driven by a sine-expression. When the snail's global is translated in the Z-axis, these locators move in a wave pattern, replicating a slither motion in the snail's "foot". The frequency and amplitude of this function can be adjusted by the animator. In addition, the main body controllers have adjustable influence from these locators. The rig includes a sine "visualizer" to show the animator how the wave is behaving.

TOOLS: Maya, Zbrush

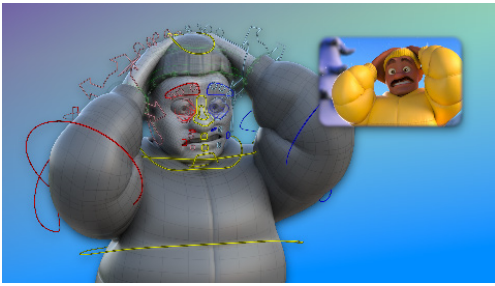


PROJECT: Beetle rig for "[Bug Warrior](#)"; May 2022; Duo Project

ROLES: I modeled, rigged and animated the beetle character, the hero. I tried to capture the angry energy of the original concept art.

DETAILS: The bug has IK-FK arms with squash and stretch functionality. His antlers, antennae, elytra, and wings are also animatable. The face rig is made with a joint-based system. His global movements are constrained by the snail shell, but his other motions are independent.

TOOLS: Maya, Zbrush



PROJECT: Dad rig for "[Slippery Slope](#)"; August 2021; Group Project

ROLES: I created the rig for the dad character. I placed a heavy emphasis on the face rig, focusing on a cartoonish and exaggerated aesthetic.

DETAILS: Many techniques were explored with this rig. The face is built using a combination of blendshapes and joints. Scale and translate attributes are built into the eyes to give another layer of expression. Squash and stretch is achieved with a lattice-system. I also implemented systems to animate the beanie and cuffs.

TOOLS: Maya
