MICHAEL DAVYDOV

3D ANIMATOR\RIGGER NIXESVFX@GMAIL.COM

SUMMARY

I was passionate about animation, movies, vfx and cg as long as I can remember myself, I love both art and tech sides of it equally, I always learn new things, trying to grasp all aspects of it, but keeping my main focus on animation and rigging, and, when possible, vfx. I love to tinker with polishing animations and shots, as well as polishing the code and UIs of my tools, and as much as building complex dynamic simulation systems for VFX and even working with mocap actors on set. And I feel that I am very lucky to work with what I love.

I have experience with rigging, animation and motion capture (Vicon, Optitrack and have my own Perception Neuron suit. On-set supervision, marker data\skeleton retargeting, cleanup, enhancing and exaggeration, export). I also had experience with full video and cinematic production, so I have good overall knowledge of processes and workflows, editing and camera work, acting and working with actors, vfx and compositing.

Familiar with game engines and general workflow. Experience with Unity, UE4.

I also like directing and making my own shorts and games, currently working on a personal project in my spare time.

PORTFOLIO

SITE AND BLOG: HTTP://WWW.NIXES.RU

LATEST SHOWREEL: HTTPS://YOUTU.BE/CS4HX97IXSU

CONTACTS

EMAIL: nixesvfx@gmail.com
SKYPE: Nixellion
PHONE: +7 (916) 219-24-06

EXPERIENCE

3D ANIMATOR\RIGGER AT FOX3D
NOVEMBER 2015 - PRESENT (9 MONTHS)

3D Rigging and animation for games and cinematics. Working on multiple projects. Export into UE4, Unity 5. Pipeline tools development.

LEAD 3D ANIMATOR AT GAME INSIGHT, Q1
JUNE 2014 - NOVEMBER 2015 (1 YEAR 6 MONTHS)

3D Animation and Rigging. Pipeline planning and development. Personnel training. Quality control. Personally did further work:

- Character rigging and animation
- Working with game engine
- Collaborating with programmers (animation systems and content management systems)
- Working in collaboration with Art and 3D modelling leads
- Searched for and integrated new technologies
- Working with mocap actors
- Leading motion capture shoots
- Working with mocap data
- Camera setup and animation
- Python scripting and pipeline tools scripting for multiple projects
- Personeel training (Maya, Unity, 3ds max)
- Interviewing new candidates

MOVIE DIRECTOR, 3D GENERALIST AT PERSPECTIVE PRODUCTION

Worked on BUDERUS presentation movie.

Was responsible for:

- Storyboarding
- Previsualization
- Animation
- Fluid simulation
- Shading Rendering
- Compositing Cut

3D ANIMATOR AT PIXONIC

I worked as a freelance animator on the Dwarves Tales project.

I was responsible for rigging and animating main characters for this game.

3D GENERALIST AT TRIGRAPH

FumeFX rigging and simulation, Thinking Particles, Particle Flow, assets for compositors (debris, particles), animation rigs

PERSONAL PROJECTS

BRODYNAMICS

Animator-friendly character-dynamics simulation tool for Maya. Works with any rig.

A python tool, with PySide UI, which allows an animator without technical knowledge to apply nParticle, nHair or Bullet simulation to any rig, to simulate things like Tails, Bellies, Long Ears, Antennas, springs, falling objects, ragdolls, and a lot of other cool stuff, and bake it on controls. It can save a lot of time, replacing tedious work of keyframing these things.

For riggers and animators with technical experience it allows to save a lot of time and may make it unnecessary to embed complex and heavy simulation setup into the rig itself, which saves time and makes the rig easier to maintain and improve.

This tools it perfect for gamedev, where you need to create a lot of animations in a limited amount of time, and where there is often no time or need to create complex rigs.

Demo video: https://vimeo.com/171450299 I develop and maintain the whole project.

Facebook page: https://www.facebook.com/BroDynamics

Gumroad: https://gum.co/BroDynamics

BROTOOLS

A set of personal, primarily Python tools for Maya, aimed to streamline workflow and tedious tasks. I constantly expand this set with new scripts, to help me with every-day work. Things for rigging, which include auto-rigger for body and face*, a lot of small handy-rigger-tools, as well as animation and vfx tools. All scripts exist as a part of a python project, and are accessible through the main Maya's top menu. Most tools have their own stylish and user-friendly PySide UIs.

*Rigging tools are currently under development. I have plans for a modular flexible auto-rigging extensible framework, aimed for gamedev rigging, allowing, for example, to grab unrigged FBX file and turn it into a blueprint for the autorigger.

PRECURSORS CG SHORT (DIPLOMA)
JULY 2013

MEMBERS: MICHAEL DAVYDOV, ALEXANDER KAMENTSEV, SERGEY SAFRONOV, VINCENT GOVINDIN, ISAAC LOPEZ, JOSEPH LOERA, DANIELLE MCRAE

This was my diploma project, was responsible for story, direction, management, modelling, rigging, animation, shading, rendering, vfx.

PROJECTS

- CELESTIALS

Lead Animator, rigging, animation, motion capture, actor castings, etc.

- ## HOUSE OF LANGUAGES

Animation lead, rigging, animation.

- ## THE WALKING DEAD: ROAD TO SURVIVAL

Facial rigging, character animation for cinematics

- ## BATTLESOULS

Rigging, animation.

- ## GUNS OF BOOM

Rigging, animation of FPS guns.

- ## TANK DOMINATION

Auto rigging tool development.

- ## DWARVES TALE

Rigging, animation

SKILLS & EXPERTISE

SKILLS

- Character animation and rigging
- Mechanical animation and rigging
- Rigging
- Python, PySide (Maya, MotionBuilder)
- MaxScript (Max)

Worked with Vicon and Optitrack based studios. Have my own Perception Neuron suit for motion capture.

SOFTWARE EXPERIENCE

- ### MAYA
  - Animation (Keyframe, motion capture)
  - Rigging (Custom rigs, python scripting, pyside. HumanIK, AdvancedSkeleton, RR: Modular)
  - Rendering (VRay, Arnold, MentalRay, understanding of general raytrace engine workflows)
  - Dynamics (nDynamics, Cloth and Hair, RBD physics, fluids, Bullet)
  - Scripting and Tool development (Python, PySide)

- ### MOTIONBUILDER
  - Motion capture retargeting
  - Marker and animation cleanup
  - Scripting (Python)

- ### 3DS MAX
  - Animation
  - Rigging (CAT, Biped, custom rigs, understanding of maxscript)

- FX (Thinking Particles, FumeFX, Particle Flow, PhoenixFD, RayFire)
- Dynamics (MassFX, Particle Flow, Thinking Particles)
- Rendering (VRay, MentalRay, understanding of general raytrace engine work and workflows)
- Scripting (MaxScript)

- UNITY 3D
  - General understanding of engine workflow and game creation
  - Animation setup, locomotion, blend trees, animator
  - C# scripting

- UE4
  - Familiar with general workflows and tools
  - Blueprints
  - Animation setup, blendtrees, blueprints, layers, etc.

- OTHER SOFTWARE
  - Premiere, After Effects, Photoshop (good)
  - Nuke (good)
  - Endorphin (ok)
  - PFTrack (ok)
  - Houdini (learning)

OTHER SKILLS
- VFX (Fluids, Particles, Destruction)
- General knowledge and experience of 3D pipelines, workflows, with at least some experience in almost all aspects.

EDUCATION

VGIK GERASIMOV INSTITUTE OF CINEMATOGRAPHY

Bachelor's Degree, Animation and Multimedia Director, 2008 - 2013

LANGUAGES

English (Professional working proficiency)

Russian (Native)