Character rigging: Fritz & Wally

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Year
2002

Location

Cologne, Germany

Job type

Employee at plan_b media ag, teamwork

Position
Digital artist, generalist

Task
character rigging, lighting, shading, pipeline

Software

Maya

Complete character rigging for the 3d characters Fritz and Wally in Maya, that gave the animator a lot of freedom and posibilities to do toon style animations.

Video:

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