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.
Vidoo:

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