

Benoît GUILLOU

Technical Artist

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Demo Reel Breakdown

<https://vimeo.com/198597828>

- 1. The Secret Life of Pets – « Weenie » Short Film (2016)** 00:03
Illumination Mac Guff
Character Rigger (Maya, MEL Script / Python) – I was marketing department's only Character Rigger, responsible for getting the characters pipeline graphs from the feature project, using a proprietary asset manager. I was also in charge of rigging and binding those characters' costumes.
- 2. The Secret Life of Pets – « The Holiday Greeting » Teaser (2016)** 00:14
Illumination Mac Guff
Character Rigger (Maya, MEL Script / Python) – cf. 1.
- 3. Minions – Commercials (2015)** 00:23
Illumination Mac Guff
Character Rigger (Maya, MEL Script / Python) – cf. 1.
- 4. Minions – Oasis Commercial (2015)** 00:31
Illumination Mac Guff
Character Rigger (Maya, MEL Script / Python) – I was marketing department's only Character Rigger, in charge of getting the characters pipeline graphs from the feature and older projects, using a proprietary asset manager. I was also in charge of the entire rigging and binding of the banana, which was a new character.
- 5. Why I Did (Not) Eat My Father (2015)** 00:39
Let'so ya !
Rigging Supervisor (Maya / MotionBuilder, MEL Script / Python / C++) – I was responsible for the rigging department, in charge of all types of assets (characters, creatures and props). I was in charge of:
 - Developing an entire rigging pipeline, linked to Shotgun Studio.
 - Supervising the development of modular biped and quadruped riggings.
 - Developing motion-capture input support for the modular biped rigging.
 - Writing modeling tools (scene building, cleaning and conformation).
 - Writing animation tools (motion-capture edition, camera pan and scan).
 - Writing pipeline oriented tools (reference edition, launch procedure).
 - Developing Maya plug-ins in Python and C++ (custom locator, matrix array operator).
- 6. Jack and the Cuckoo-Clock Heart (2013)** 01:18
Duran
Character Rigger (Maya, MEL Script) – I was in charge of rigging and binding the bird. I used proprietary tools for most of it, except wings and legs that I had to build from scratch (Shot 1 – 01:18). Responsible for rigging and binding the huge-eared character (Shot 2 – 01:22) and the crab-costumed one (Shot 4 – 01:27), and the mechanical hand prop (Shot 3 – 01:26) using proprietary tools. I also wrote an attribute properties edition tool for Maya.

7. **Nespresso – Commercials (2008)** 01:31
NKI studio
Character Rigger Intern (3DSMax) – I was in charge of characters' (cups and spoons) rigging and binding, making sure their motion-range was wide enough so they could be characterized.

8. **The Secret Life of Pets – « The Holiday Greeting » Teaser (2016)** 01:41
Illumination Mac Guff
Character Rigger (Maya, MEL Script / Python) – cf. 1.