

Edoardo Pili

Show Reel Breakdown 2007

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00:02 - 00:06

project: **Beware the Snake**

3D Software: 3Ds Max

Short movie. It was realized completely by myself, from the concept to the final compositing.

00:07 - 00:31

project: **EP_spine**

3D Software: Maya

Personal project. A quaternion spine rig, based on a **C++** DG node, and related **MEL** scripts.

Features:

- Custom shape for vertebrae.
- variable number of vertebrae.
- variable degree of the curve.
- variable number of CTRLs to define the shape of the curve.
- ramp control for distribution of the spin along the curve.
- ramp control for distribution of the squash.
- ramp control for distribution of the stretch.
- parametric length factor or arc length factor defining the position of each vertebrae along the curve.

A single node is connected to every vertebra transform. This was done for having a fast real-time computation.

00:32 - 00:53

project: **Sym_Map tools + EP_relax**

3D Software: Maya

Personal project.

- 1) Sym_map: **C++** node, custom commands (**C++**), and related **MEL** scripts to provide a way to mirror any type of weightmap (blendshape, deformers, etc.): it stores the informations about symmetric vertices in a sym_map node, than apply the mirror commands retriving vertex relationships looking trough this node, regardless of the actual mesh shape.
- 2) EP_relax: **C++** deformer used to get rid of unproper deformations. It is a combination of two separated effects: a relax one and a push one. Each of these two effects comes with its own weightmap. The values of them can be mirrored using the symmetry map node.

00:54 - 01:28

project: **Winx Club the Movie**

3D Software: Maya

I was Head of the CG. The issues I had to find solutions for, were about pipeline, character rigging, dress and hairs dynamics. I've been creating tools for other departments as well.

The complexity of the technical tasks for this movie, was rised by the lack of time, the great number of characters, and rig demands for complex dresses and hairs dynamics. Ten months of production from the first rig to the final rendering. We had to deal with problems coming from all the outsourcing studios as well.

01:28 - 2:13

project: **COSMO**

3D Software: XSI

Spot Commercial. I managed all the aspects of the spot, except few animations and shading tasks.

02:14 - 02:25

project: **Winx Club the Movie**

3D software: XSI

it is an animation UI I developed in Rainbow, before switching the pipeline to Maya. Features:

- Display Tab, useful for hiding/showing CTRLs, character parts, and tune the detail levels. Also used to turn dynamics on and off.
- Key Tab, useful for setting and remove keys or to reset transformations over groups of controls, entire pose, or selected CTRLs.
- Mirror Tab, useful for mirroring poses over groups of controls, entire pose, or selected CTRLs.

02:25 - 02:45

project: **Vespa**

3D software: XSI

Personal Project. I realized all by myself, from the concept to the final animation.

02:46 - 02:50

project: **King**

3D software: 3Ds MAX

Personal Project. I realized all by myself, from the concept to the final compositing.
