

# Wade Ryer

## Character TD

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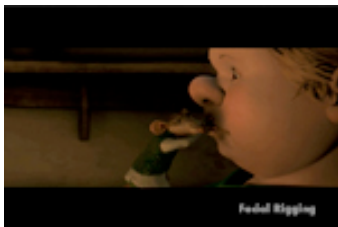
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## 2008 Demo Reel Breakdown



Mig

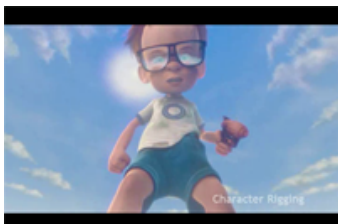
**Title:** "The Tale of Despereaux", Mig  
**Completion:** Release date: August 19, 2008  
**Client:** Framestore, Universal Pictures

Feature length CG Animation

**Role:**

Character TD: Facial rigging, skinning, facial corrective blend shapes for several characters.

**Software Used:** Maya 8.5



Lucas (main Character)

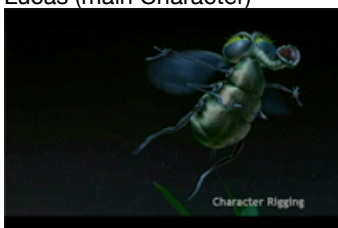
**Title:** "The Ant Bully", Lucas (main character)  
**Completion:** Release date: August 4, 2006  
**Client:** DNA Productions, Warner Brothers

Feature length CG Animation

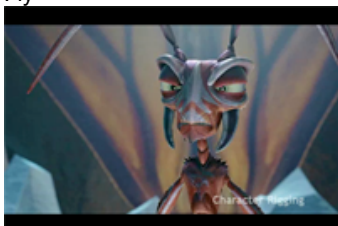
**Role:**

Character TD: Character rigging, skinning, accessory rigging.  
Effects TD: Simulations, particles, dynamic deformations.

**Software Used:** Maya 6, Houdini, C-Muscle System



Fly



Head of Council



FX Shots



**Title:** "Valor Vs. Venom"  
**Completion:** June 2004  
**Client:** ReelFX Creative Studios, Hasbro

Feature length CG Animation

**Role:**  
Character TD: Character rigging, skinning, accessory rigging, vehicle rigging, set rigging, prop rigging.

Shot TD: Trouble shot rigs. Fixed shots and deformations.

Secondary animation: animated shashes, clothes, hair and other secondary animation.

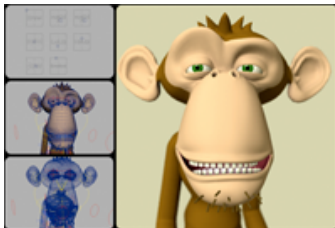
Lower boxes: demonstration of stretching deformations of characters used in "Valor Versus Venom".

**Software Used:** Maya 5



**Title:** "Hellcat"  
**Completion:** August 2004  
**Client:** Personal Research  
Rig animation demonstration.

**Role:** Concept, design, model, rigging, animation  
**Software Used:** Maya 7.0, Photoshop



**Title:** "Monkey"  
**Completion:** July 2004  
**Client:** Self Promo  
Rig animation demonstration.

**Role:** Concept, design, model, rigging, animation  
**Software Used:** Maya 7.0, Photoshop



**Title:** "Blobbert"  
**Completion:** January 2005  
**Client:** Self Promo  
Rig animation demonstration.

**Role:** Concept, design, model, rigging, animation  
**Software Used:** Maya 6.0, Photoshop



**Title:** "Gallop"  
**Completion:** September 2004  
**Client:** Self Promo  
Rig animation demonstration.

**Role:** Concept, design, model, rigging, animation  
**Software Used:** Maya 6.0, Photoshop



**Title:** "Dynamic Joints Mel Script Demo"

**Completion:** April 2008

**Client:** Personal Research

Demo of mel script. Customizable real time dynamic joints with in Maya.

**Software Used:** Maya, Mel



**Title:** "Mr. Setup Mel Script Demo"

**Completion:** March 2008

**Client:** Personal Research

Demo of mel script. Auto character rigger. Completely customizable for any character to be rigged.

**Software Used:** Maya, Mel