



Carl the Robot, Doris the Bowler Hat, and a Boy Named Wilbur: Character Rigging for Feature Animation

A look at the planning and creation of animated character rigs for Disney's Meet the Robinsons. You'll learn about the skeletons, deformers, scripts, and animation interfaces that go into the making of a feature animation rig.



2-4pm

**Presentations by JOHN EDGAR PARK
Tuesday, February 26, 2008
Kapi'olani Community College KOA 102**



John Edgar Park is a Lead Character Technical Director at Walt Disney Animation Studios. His Disney film credits include: Rapunzel, BOLT and Meet the Robinsons. John worked at Sony Pictures Imageworks on Spiderman2, The Polar Express, and The Matrix 2. He authored Understanding 3D Animation Using Maya, and has worked for video game developers Novalogic, IBM, and White Wolf Game Studio.

7-9pm

From Concept to Render: the Creation of a Feature Animation Character

How do characters go from design sketch to finished film? This talk covers Story, Viz Dev, Modeling, Rigging, EFX, and Shot Finaling using footage from Disney's Meet the Robinsons.

Special support is provided by the Wallis Foundation and KCC

Lectures are FREE and open to the public.

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