

MATTHIEU FIORILLI

CHARACTER TD & GENERALIST

Skills and Abilities

- Mastery of rigging and scripting
- Strong general 3D knowledge & skills
- Ambitious, passionate, knowledgeable and forward thinking
- Approachable, team player

Experience

WARCRAFT - 2014-2015

Senior Creature TD at Industrial Light & Magic

Muscle, cloth, hair, rigid simulation and shaping for the characters, costumes and props.

TEENAGE MUTANT NINJA TURTLES - 2014

Senior Creature TD at Industrial Light & Magic

Muscle, cloth, hair, rigid simulation and shaping for the characters, costumes and props. Tool development for cloth deformation.

CG MASTERS SCHOOL OF 3D ANIMATION & VFX - 2014

Rigging / Scripting Instructor

I was giving the rigging class over at this school for a year.

X-MEN: DAYS OF FUTURE PAST - 2013-2014

Senior Rigger at Digital Domain

The Sentinel rig system for all of its cables. I helped on a couple of DG Doubles (Colonel, Beast, Logan & Charlene) and did a couple rigs: the rebar wires that pierce through wolverine, toad's tongue, the stryker gun, the bird statues & the taser.

MALEFICENT - 2013

Senior Rigger at Digital Domain

Shot Finaling on Maleficent's wings & some RnD

ENDER'S GAME - 2012

Senior Rigger at Digital Domain

Deformation tool development - used on all bipeds across the show.

AUTO-RIG DEVELOPMENT - 2011-2012

Rigger / Modeler / R&D at Arc Productions (Formerly Starz)

In-house Auto-Rig development for upcoming feature films as well as rigging and modeling for current shows.

FSTRETCH FOR MAYA - 2011

Developer

Handle the full creation and marketing from the ground up of an advanced rigging tool.

EARTH: THE MAKING OF A PLANET - 2010

Client: National Geographic / Studio: Lumiere VFX

Lead Rigger

Create a library of custom rig components capable of being re-used and skinned to multiple anatomically diverse creatures. Create rigging systems truly adaptable to animator's needs. Ensure the production schedule of the rigging department.

FRED LE CHAT - 2010

Client: Jean-Renaud Gauthier

Freelance Character Rigger

Rigging for a highly cartoony character.

THE DAY OF THE TRIFFIDS - 2009

Client: BBC / Studio: Lumiere VFX

Rigger

Responsible for the creature's head, neck, body leaves as well as several hero roots for more dynamic situations. Handled the show's digital doubles and assets. Toolset scripting, support and troubleshooting for the animation department. R&D for the rigging and some lighting.

WAKING THE BABY MAMMOTH - 2009

Client: National Geographic / Studio: Lumiere VFX

Generalist & Rigger

In charge of doing complex rigging corrections: replace a rigged model with a new geometry with different proportions. Environment modeling and texturing.

CRUSOE - 2008

Client: NBC / Studio: Lumiere VFX

Modeler / Texturer / Shader / Lighter

Responsible for the modeling, texturing and lighting of the primary treehouse environment. Created the models and the textures for several secondary props.

LOST CITY RAIDERS - 2008

Studio: Lumiere VFX

Modeler / Layout

Environment and prop modeling.

Education

3D Animation / School: Cégep du Vieux Montreal / Year: 2005 – 2008

Fine Arts / School: Cégep du Vieux Montreal / Year: 2004 – 2005

Softwares

Maya, Photoshop, Mental ray, Mudbox, After effects, Zbrush, Mudbox, 3D-Coat.

Recommendations

“Matthieu is probably the best rigger I have ever had a chance to work with. He is very proactive and loves to be challenged. He likes to talk to animators and study all aspects of a production's needs and as such his rigs are always perfectly adapted to any project. I believe Matthieu is an essential asset to any production. Furthermore, Matthieu has a great knowledge of scripting.”

June 16, 2010 **Sebastien Lepine, Animation Supervisor**, *Lumiere VFX Inc.*

“In my experience, riggers fit into two groups: software operators and craftsmen. Those in the first group are typically experts in a single software package and indiscriminately apply the same rigging techniques, regardless of context. Those in the second group understand that the tools and the processes are simply a means to an end. They endeavour to create a rig that performs well in the context required, even if that means exploring new techniques or tools, or learning new skills.

Matthieu is definitely in the second group. Faced with the task of rigging over 50 prehistoric creatures of wildly differing anatomy, he created a library of reusable rig components. He's also one of the only riggers I've met who learned enough C++ to write his own plugin.”

September 2, 2010 **Mark Visser, Software Director**, *Lumière VFX Inc.*