

# Peter Christensen



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## Lead Rigger - Prologue Films

Client: *Bungie Inc.*

Project: High-End Game Cinematics for DESTINY

**Released Characters Rigged:** Oryx, Mara Sov, The Crow, Fallen Captain, Fallen Dreg, Eris, Hive Knights, Astronauts

- Create, adapt, and support rigs and skinning for high-rez humanoid, alien, mechanical, & vehicle assets
- Create MOCAP rigs and script tools to integrate animation onto high-rez rigs
- Add secondary animation through nCloth and dynamics
- Script tools for animators including character GUIs, MOCAP animation transfer, resolution baking, etc
- Script environmental population and set dressing tools
- Collaborate with pipeline, modelers, and animators to meet technical and artistic needs



## Lead Rigger - Stargate Studios

TV: *ABC's Beauty and the Beast*

- Rigged/skinned all quadruped creatures
- Created and simulated creature effects including muscle mass, slobber, and armor



## Character TD - DreamWorks Animation

Film: *Kung Fu Panda II*

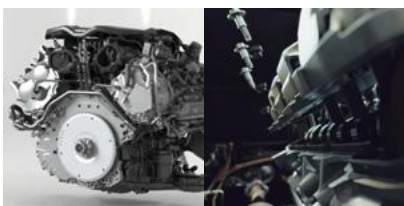
- Rigged/skinned Monkey body, Baby Bunny faces, and Antelope body
- Maintained and modified character rigs throughout production



## Rigger – Brewster Parsons

Client: *Energizer*

- Rigged robust treadmill and chains
- Wrote scripts to automate processes



## Lead Rigger - Prologue Films

Client: *GMC. Audi*

Project: Truck Commercial and Paris Auto Show

- Rigged cars and engines for easy animation
- Developed scripts for easy setup