

Jakub Krompolc

Resume, Curriculum Vitae

Career Objective: Character TD

Working in film production on variety of rigging tasks including detailed realistic character setup, tools creation, deformation setups and rigging pipeline.

Work Experience:

2011 – present Senior Rigger – Prime Focus UK

Making rigs and tools, contributing to pipeline development

Total Recall

(movie, director Len Wiseman)

NDA until movie release

Mirror Mirror: The Untold Adventures of Snow White

(movie, director Tarsem Singh)

NDA until movie release

2010 – 2011 Creature TD – Double Negative

Making rigs and development of tools and custom setups

Captain America: The First Avenger

(movie, director Joe Johnston)

Lead rigger. All digi double and vehicle setups, some tools to support rigs (shot finishing sculpt tool, rail builder).

John Carter

(movie, director Andrew Stanton)

NDA until movie release

2009 – 2010 Senior Rigging TD – Moving Picture Company

Making rigs and development of tools and custom setups

Harry Potter and the Deathly Hallows: Part I

(movie, director David Yates)

Rigging digital doubles of Harry and Death Eaters, Thestral puppet and deformation rig development

Percy Jackson

(movie, director Chris Columbus)

Centaur deformations, puppet updates and cg cow

Kerry LowLow

(commercial, director dom&nic)

Mouse rig (reused), working mainly on deformations, facial control tweaks

Clash Of Titans

(movie, director Louis Leterrier)

rigging Pegasus (not wings), Calibus transformation

Night At The Museum 2

(movie, director Shawn Levy)

animal control rigs: pterodactyle, penguin, sabertooth (reused rig)

Prince Of Persia

(movie, director Mike Newell)

rigging camel for crowd shots

Surrogates

(movie, vfx sup Mark Stetson, director Jonathan Mostow)

Robot rigging

2006 – 2008 Character TD – Moving Picture Company

Dance Flick

(movie, vfx sup Uel Hormann, directors Wayens Brothers)

Rigging/skinning baby and dancer characters

Harry Potter and the Half-Blood Prince

(movie, vfx sup Tim Burke, director David Yates)

Rigging quidditch game digital doubles

Chronicles of Narnia: Prince Caspian

(movie, vfx sups Wendy Rogers & Dean Wright, director Andrew Adamson)

Rigging trees and roots for the final battle. Centaur animation rigs.

10,000 B.C.

(movie, vfx sup Karen E. Goulekas, director Roland Emmerich)

Mammoth harness rigs

2005 – 2006 Rigger - Axis Animation

Designing and creating rigs, supporting animators, creating tools, setting up animation pipeline, Maya TD

Cheerios (cg commercial)

Rigging 4 kid characters

Thrillville (Lucas Arts, cinematic)

Rigging mad scientist, simulation of boiling chemical (using RealFlow for simulation)

Sega Rally (Sega, cinematic)

Created all car rigs

Look4Property (cg commercial)

Rigging crab character

Soccer Rocks (MTV, pitch for animated series)

Creating 2 cartoony rigs

Character pipeline development

new standard human rig, asset naming conventions

Codehunters (MTV, short animated film, directed by Ben Hibon)

Rigging most of the characters.

Winner of Best Animation Short, Imagina, Monaco, 2007. Shown at Siggraph Electronic Theater 2007.

2005 Rigger - Glasgow Animation

Sir Billi (3d animated feature)

Facial and body rigging. Bit of character modeling.

2004-2005 Rigger - freelance

Trona (Sony, animated series, 24 episodes) – Sliced Bread Animation

Rigged five stylized characters for Sony website. Making simple tools and synoptic UI for selection and making keys.

Zubr Shooting Range (laser game for Zubr beer brand, animated sequences)

Rigging skeleton-zombie character with limbs being able to grow back after getting shot off.

SKURK (KMFDM music video)

4:30 min 3d animated music video (including story and character design). Selected by 6 international animation festivals like Anima Mundi, HAFF, Zagreb etc.

1999 – 2003 3D Generalist, Composer, Flash website artist - freelance

1994 – 1998 various student projects (3d animation)

Tools:

2006 – 2010 Moving Picture Company

Muscle Saver

This system automatically collects setup information from the muscle rig scene as a project and is able to recreate this rig on a character with different proportions within minutes. With options to cope with extreme scale differences, missing information and body part selection. Used mainly for realistic digital doubles, but quadrupeds as well. Scripted in MEL and python and using XML format.

Retarget BlendShape

Versatile tool used by modelling and rigging for reusing blendShapes.

2010 – 2011 Double Negative

Rig Connection

Built and maintained layout system for connecting rigs (body, face etc.), used heavily in character shots. Other TDs contributed on this.

Skills:

Software :

- Maya (since 2001)
- Others with different experience (Photoshop, Gimp, After Effects, 3ds max, etc.)

Programming:

- MEL (very good)
- Python (very good)
- C++ (beginner)

Technical:

- Rigging, skinning, muscles
- Procedural rigging
- Tools for riggers and animators
- Animation pipeline knowledge
 - General use of dynamic simulations (dynamic curves, rigid/soft bodies, particles)
- Using Maya API (medium)
- Developing plugins for Maya (beginner, no production experience, C++ and python)

Artistic:

- Life drawing experience with focus on anatomy (university classes and in MPC)
- Illustration, free drawing, sculpting

Operating Systems:

- Windows
- Linux

Education:

1997 – 2003
1992 – 1996

Master of Fine Arts degree (cg animation) Thomas Bata University, Czech Republic
Highschool Gymnasium P.Bezruce F-M (biology, math, physics etc.), Czech Republic

Languages:

- Czech
- English

Awards:

Harry Potter and the Deathly Hallows, Part I: Academy Awards Nomination for Best Visual Effects

Kerry Low Low (2009): BTA Craft Silver Awards for Best CGI, VES Nomination for Outstanding VFX in a Commercial

Websites:

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