

MISCHA KOLBE

CREATURE REEL 2020 BREAKDOWN

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- 0:00 – 0:06** | **APEX (Final project at Vancouver Film School)**
0:42 – 0:44 | ALL ASPECTS, EXCEPT FOR ASSEMBLED BIKE RIG
1:15 – 1:25 |
- Went through all pipeline-stages in this ~7-month project: From idea to compositing.
 - Used a script to rig & animate all individual bike parts with ease.
 - Won runner-up at the Autodesk CG Student Awards 2015.
- 0:06 – 0:21** | **Togo (DNEG)**
RIGGING & CFX (UTILIZING IN-HOUSE TOOLS)
- Rigging lead for 3 rigging TDs & communicating a lot with modelling & animation.
 - Created new quadruped front leg setup.
 - Heavily involved with in-house tool development.
 - Responsible for sled rig & big parts of dog body rigs.
 - Minor CFX work on some wide-angle shots (not in showreel).
- 0:21 – 0:30** | **Alita: Battle Angel (DNEG)**
RIGGING & CFX (UTILIZING IN-HOUSE TOOLS)
- Body rig for Amok, communicating with modelling to avoid intersection of mechanical parts.
 - Involved with in-house tool development.
 - Created sim setup for dynamic parts and doing CFX for some shots (first in showreel).
 - Involved in various other body, face and prop rigs.
- 0:30 – 0:34** | **The Meg (DNEG)**
RIGGING (UTILIZING IN-HOUSE TOOLS)
- Time-dependent collision detection between tentacle and glass, utilizing proprietary nodes.
 - Involved with in-house tool development.
 - Created & maintained various fish, squid and prop animation & simulation rigs.
 - CFX & shotsculpt on various shots, including second in showreel.
- 0:34 – 0:42** | **WonderWoman (DNEG)**
RIGGING (UTILIZING IN-HOUSE TOOLS)
- Face, body and costume rigs for WonderWoman and Ludendorff (villain).
 - Various prop & vehicle rigs.
 - Various soldier digiDouble rigs.
- 0:44 – 0:47** | **AVIA bird (Freelance)**
MODELLING, UVING, RIGGING, POSING (SCREEN LEFT POSE)
- Created model based on rough client design.
 - Rigged feathers procedurally (Python).
- 0:47 – 0:54** | **Node Calculator (Personal project, OpenSource & in use at DNEG)**
SCRIPTING (PYTHON)
- Creates a Maya node network from a math-formula.
 - Uses overloaded operators and has the option to print out the pure Maya commands for maximum build-speed.
 - Unittested and extensively documented, with lots of tutorial videos.

- 0:54 – 1:00 | Toolbox (pixelmolkerei)**
SCRIPTING (PYTHON, MAYA API)
- Various tools unified in a custom ChannelBox, including:
 - Convert 3D curve shapes to 2D point data by projecting them onto the camera plane.
 - Create clean playblast based on current rendercamera, rendersettings and timerange.
 - Automatic turntable setup.
 - Various selection, timeshift, cleanup and renaming tools.
- 1:00 – 1:04 | Tutorials**
BLOG
- VFX related topics, such as *Unittests & CI for Maya* or *Faking a graph intersection with Vanilla Maya nodes*.
- 1:04 – 1:07 | Anatomy studies (Personal project)**
TRADITIONAL SCULPTING
- Roughly 8-hour studies, starting with the skeleton and building tissue up.
 - For better understanding and appreciating the underlying structure and mechanics of the human body.
- 1:07 – 1:08 | Shape study (Personal project)**
DIGITAL SCULPTING (ZBRUSH)
- One of many ~1 hour sculpts made during my commute, without using reference.
 - For fun, to learn zBrush and to explore shapes and expressions.
- 1:08 – 1:10 | LightHouse2D (Personal project)**
2D GAME (UNITY)
- Fully functional game: collect ghosts to deactivate all lighthouses, while avoiding light cones.
 - Created in a 48-hour gamejam to learn Unity. Responsible for all programming (C#).
- 1:10 – 1:11 | Wacom pen holder (Personal project)**
DIGITAL SCULPTING (ZBRUSH), 3D PRINTING & WOODWORKING
- Sculpted hand, utilizing my Maya base mesh rig.
 - 3D printed and hand finished.
- 1:11 – 1:12 | Binary Clock (Personal project)**
ELECTRONICS, PROGRAMMING (C++, ARDUINO) & WOODWORKING
- Clock that shows the time in binary. 1st row: seconds, 2nd row: minutes, 3rd row: hours, etc.
 - Top corners are capacitive touch sensors; adjust settings and start 8h workday timer.
- 1:12 – 1:13 | Micro Weather (Personal project)**
ELECTRONICS, PROGRAMMING (ARDUINO), BUILD
- Gets the weather forecast via WiFi and shows precipitation by dripping oil through water.
- 1:13 – 1:15 | Wooden Arcade (Personal project)**
CAD MODEL (FUSION 360) & WOODWORKING
- Designed from scratch in Fusion360 and built based on CAD plans.
 - Uses a Raspberry Pi to act as a gaming station and home theatre.