

# James Direen - Rigging Reel Breakdown - 2025

## **00:12 - Dynamut Body Rig**

Worked with Design & Modeling to achieve visually functional character design. Wrote custom geometry deformer and dgNode plugins to handle extending limbs, named the slink system.

## **00:24 - Blue Falcon Body Rig**

Control driven muscles. Pose fixable, armor feather attachment setup. Poseable cape rig.

## **00:30 - Scooby Body Rig**

Silhouette Control Setup. Multiple domain correctives. Paw to hand transformation setup.

## **00:38 - Rotten Scorpion Rig**

Developed new hexapod modular limbs. Slink system tail – allowed for section telescoping and silhouette shaping.

## **00:46 - Rotten Baby Rig**

Slink system again, note that it allows for telescoping while maintaining a defined silhouette.

## **00:52 - Dee Dee Body Rig**

Sliding strap system. Also used a teeter constraint plugin I had written for bi-directional balancing.

## **01:02 - Slink System Examples**

Showing functional characteristics and a range of applications.

## **01:50 - Back to the Outback Hero Characters Lead**

I oversaw the module construction and technical development of Frank, Nigel, Zoe, and Maddie.

## **02:05 - Jacinta Face Rig**

Development of non-standard 48 tooth setup, and sliding inner cheek flaps.

## **02:20 - Frillneck Lizard Body Rig**

Developed poseable frillneck solution.

## **02:34 - Cube Arm Rig**

Developed a tumbling Ik system for all cube armed characters. Rigged Manolo, both body and Face.

## **02:48 - Jake and Reggie Face Rigs**

Developed new face rig modules, most notably the non-spherical eyelid setup.