

Loïc Pinsard - Character TD

Work Experience

HUMAIN (October 2019 - now)

Character TD (October 2019 - now)

Responsibilities:

- Designing the company's FACS based Face rig.
- Creating a scalable Face rig builder with automatic shape dependency solving.
- Converting Blendshape rigs to Joint based ones with skinning decomposition.
- Building Face rigs for multiple projects with varying requirements. (AAA games, mobile games and offline rendered cinematics)
- Training new riggers.

Projects:

- [Diablo 2 Resurrected Cinematics](#).
- [Halo Infinite | Multiplayer Season 1 Cinematic Intro](#).
- [SAINTS ROW Official Announce Trailer](#).
- Call of Duty: Black Ops - Cold War.
- Many projects still under NDA.

Project Borealis (Volunteer Project) - (September 2018 - now)

Lead Character TD

Responsibilities:

- Developing a modular rigging system to fit the production needs.
- Character rigging.
- Implementing a consistent and reliable asset creation pipeline.

Superprod (July 2016 - July 2018)

Character TD (May 2017 - July 2018)

Responsibilities:

- Maintaining the company's internal rigging system.
- Developing various tools to for the riggers, animators and layout artists.
- Body Rigging.

Projects:

- Lassie

- Go! Go! Cory Carson

Junior Modeler / Rigger (July 2016 to May 2017)

Projects:

- Pat the dog
- Helen's Little School

Responsibilities:

- Modeling and rigging props.

Blue Spirit

Junior Modeler (March 2016 - June 2016)

Responsibilities:

- Modeling props.
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Education

FACS Certification - Paul Ekman Group (February 2022)

- 2 years of working experience with FACS and obtained certification from the Paul Ekman Group.

FACS Training - Dr. Erika Rosenberg (July 2020)

- Learned FACS with Dr. Erika Rosenberg
- I also work with Erika regularly at Humain.

Apprenticeship - Rigging Dojo (January 2019 to March 2019)

Mentor: Todd Widup

- FACS based Facial rigging (both Joint and Blendshape based)
- Body rigging.

Bachelor's Degree - Bellecour école (2012 to 2015)

- 3D Generalist degree.