



**JASON  
MCARTHUR  
CHARACTER  
TD**

# JASON MCARTHUR

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## Advanced Skills in:

Maya  
Photoshop  
Flash

## Working Knowledge in:

XSI  
MAX 7  
MAC OS  
ILLUSTATOR  
PAINTER

## Creative Objective:

To build and create innovative rigs that push the boundary's of my creative ability.

## Work Experience:

### Freelance T.D Work

MiloWerx Animation Studios  
Los Angeles, CA, USA  
Technical Director, 2005-Current

### Responsibility's include:

- Character rigging,
- Modelling Characters and props
- Technical support.
- Design and implement a production pipeline

## Education:

3D Animation / Rigging  
Self Taught  
Four years

Algonquin College  
Ottawa, Ontario, Canada  
2D Television Animation Program  
First Year Completed 1997

## About My Self:

Personally; I am a father of two, husband, and a all around 3D geek.

Professionally; I am a hard working and driven person that has a passion for creating and designing characters, as deep and rich as life itself.

## My Theory Behind Technical Direction :

The character T.D is a vital aspect of character development. He alone is the person responsible for giving the Animator the controls that bring's the character to life.

I will stop at no end to deliver a character at it's full potential.

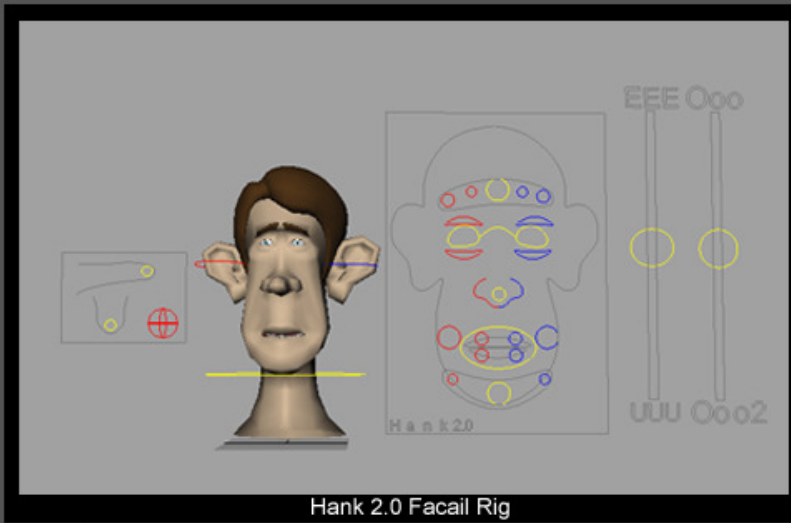
# Hank 2.0

**Project:** To create a very user friendly UI for the Animator to use.

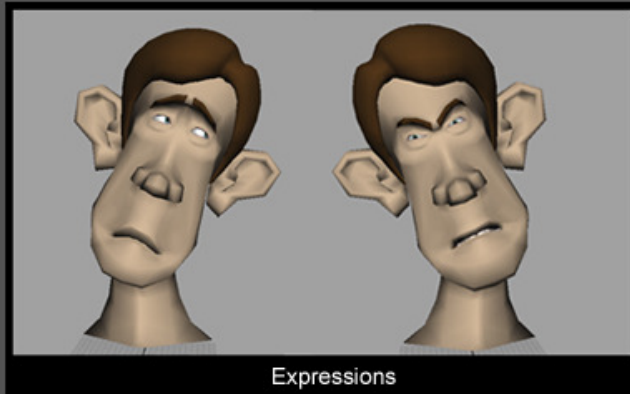
**Creation Time:** 48Hrs

**Features:**

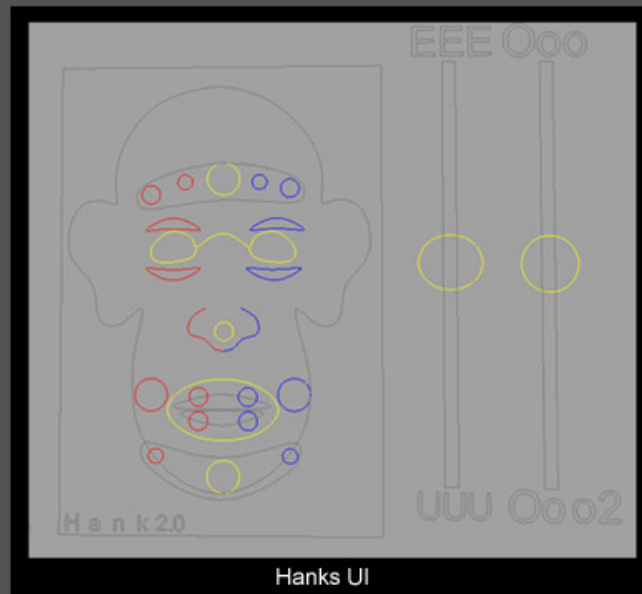
- 35 blendshapes connected to SDK and expressions
- Skinned curves to give the Animator a representation of the facial expression in the UI
- Very fast flexible rig



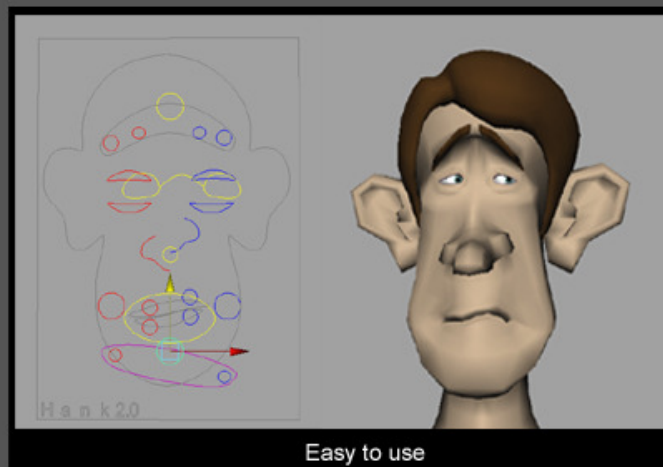
Hank 2.0 Facail Rig



Expressions



Hanks UI



Easy to use

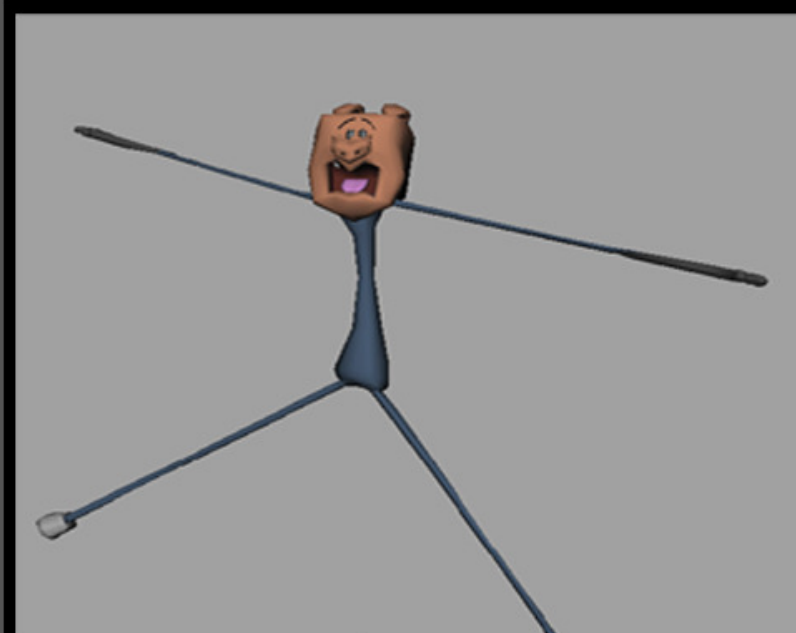
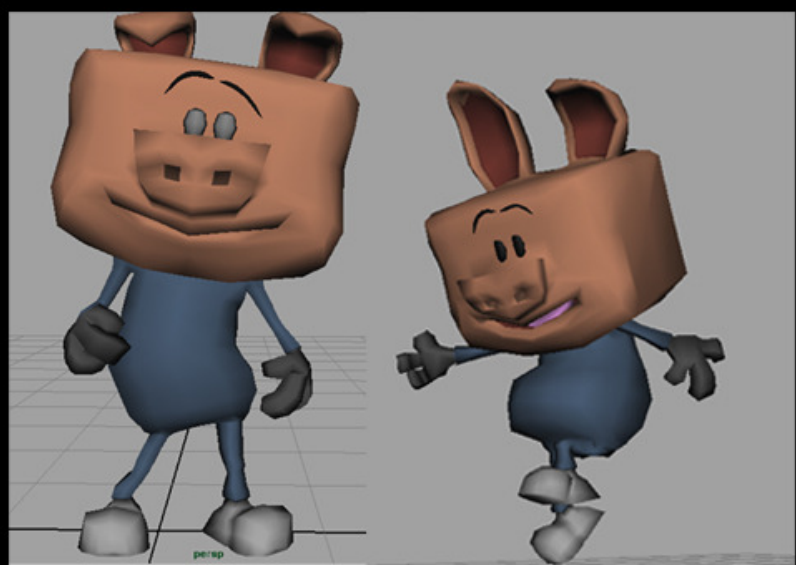
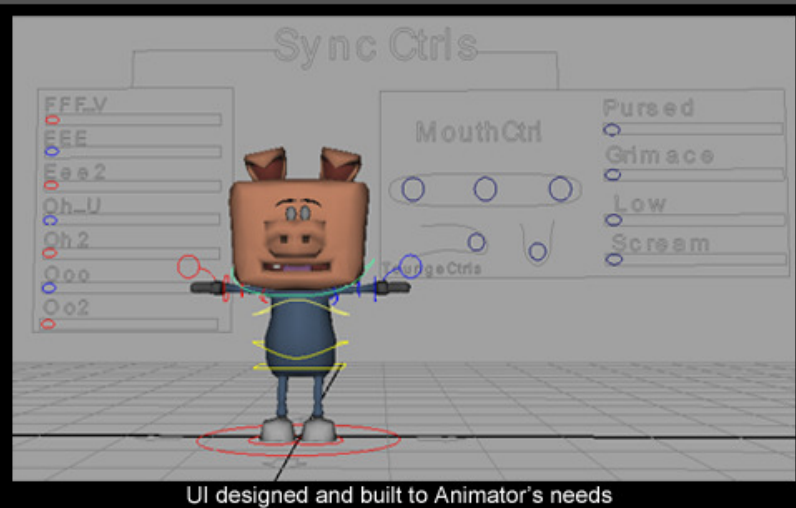
# Planetary Pig

## CLIENT:

MiloWerx Animation  
Los Angeles, CA

## Rig Features:

- Stretchy arms, legs and body
- PSD on body to give the stretch and squash a more cartoony feel
- UI designed to tailor to the Animator's needs.



Planetary Pig Designed and Modelled by Mike Milo

# POLTERGOOSE

## CLIENT:

MiloWerx Animation  
Los Angeles, CA

Main Character  
in a Short film,  
currently in production.

## Rig Features:

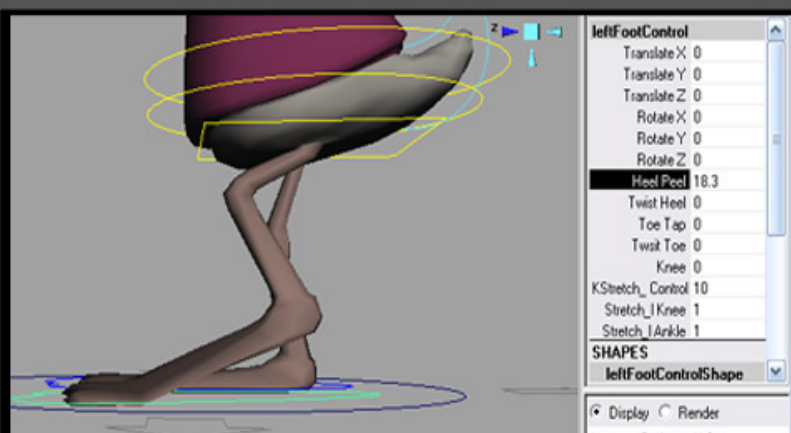
- Group node  
reverse foot
- IK/FK stretching  
in arm, legs and body
- UI created to  
Animator's needs



PolterGoose In action



PolterGoose Rig



Group Node reverse Foot Ctrls

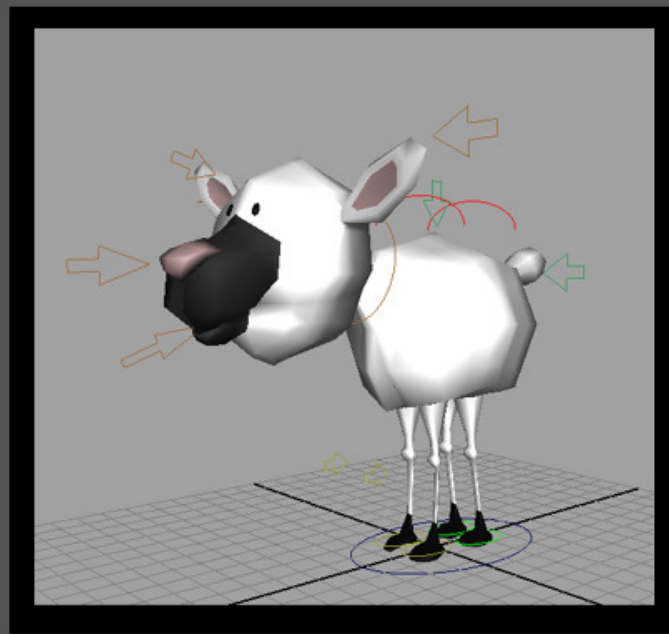


# SHEEP

Modelled & Rigged  
Jason McArthur (ME)

## RIG FEATURES

- IK/FK Legs
- IK/FK Spine
- Dynamic ears & tail



# Collabrative Project's

Designed & Modelled  
Chad Hamlet

Rigged  
Jason McArthur (ME)

## Davy Jones Features:

- standred on all my rigs are IK/FK blending on legs and arms
- standred nurb curves to ctrl the rig
- custom built rig to suit the characters needs

## Testimonial.....

"It's been a pleasure to work with Jason. He really knows how to rig, and for me they are very simple to use. Working with him for the short time I've known him has been a blast!

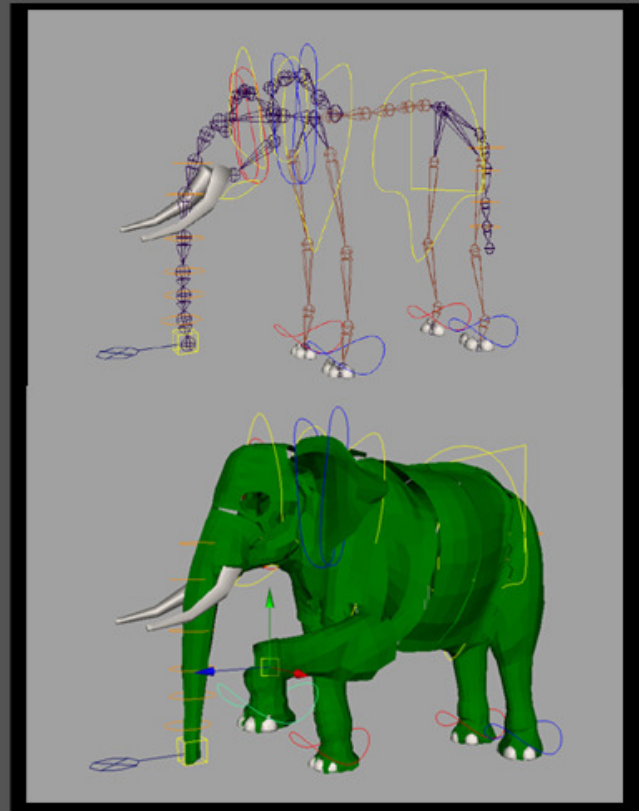
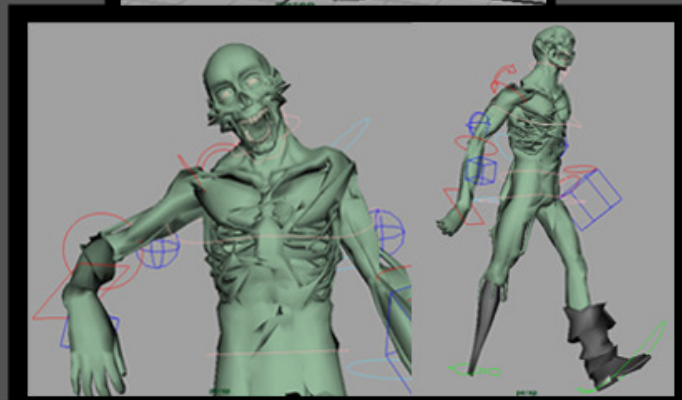
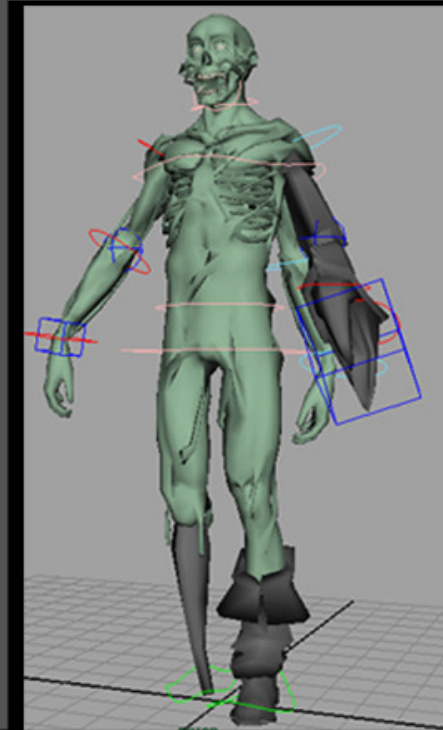
His rigs bring my models to life in a way I never thought possible. His enthusiasm is an inspiration to me, and I am eager to work on more projects with him!"

Chad Hamlet  
Character Artist  
Sony Online  
[www.chadhamlet.com](http://www.chadhamlet.com)

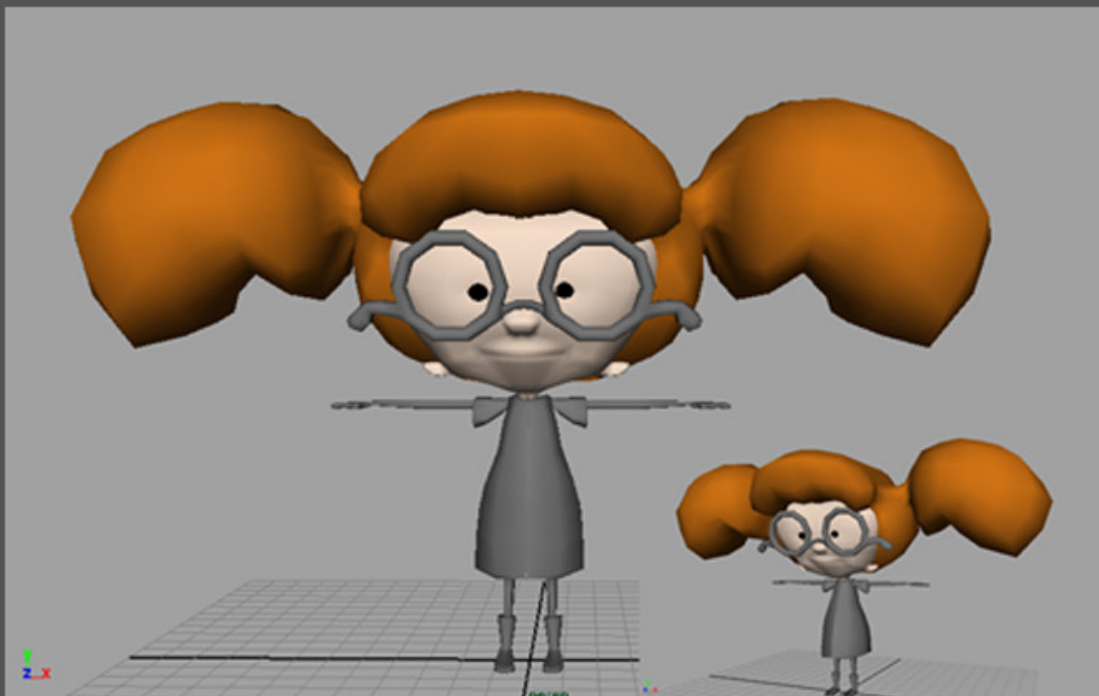
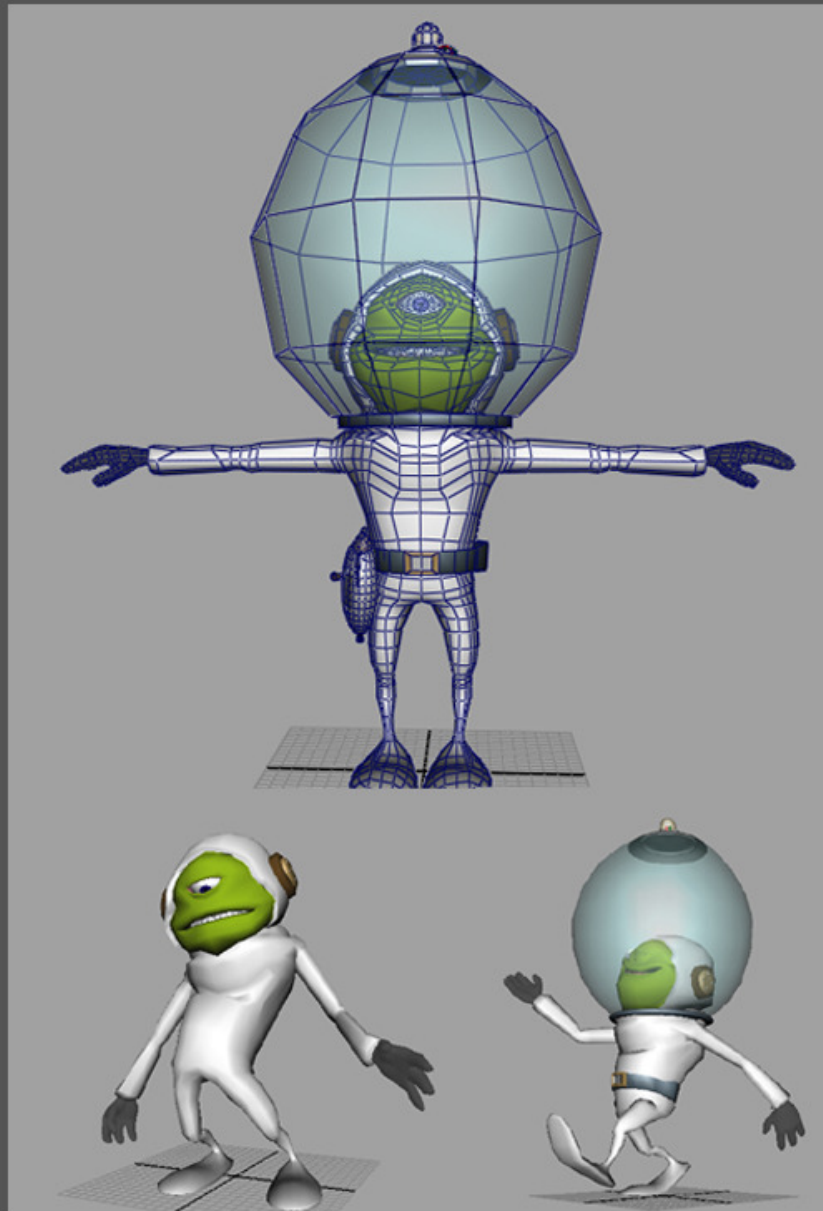
## Elephant Rig Features:

- IK/FK controlled trunk
- dynamic trunk
- proxy rig
- IK/FK spine & legs

<http://jmcarthurshead.blogspot.com>



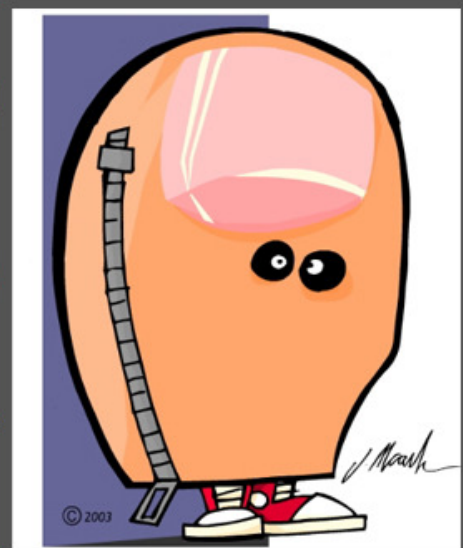
# Models



Designed & Modelled by Jason McArthur



## 2D Work



Designed by Jason McArthur

