



RICHARD SHUPING

SETUP ARTIST

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OBJECTIVE

To obtain a position as a Setup Artist or an Animator at a animation studio

EDUCATION

School of Communication Arts (Raleigh, NC) 2005 - 2007

Associate's Degree in Animation, awarded September 2007

Course work included: maquette building, story boarding, modeling, texturing, animating, and rigging.

Ball State University (Muncie, IN) 1998 - 2003

Bachelor of Fine Arts, Drawing, awarded May 2003

Course work included: drawing, sculpting, painting, printmaking, and mixed media.

SOFTWARE SKILLS

Mac OS / Windows Proficient

Maya 7.0 2008, 3DS MAX 8.0 9.0 2009, Adobe After Effects 6.5, Photoshop CS2, Illustrator CS2, Macromedia Dreamweaver MX, and Flash MX, Sony Vegas 6.0, ConTEX, evArt 5.0.

TECHNICAL SKILLS

Rigging and Animation

Understanding the principles of animation, anatomy, and creature deformation to create intuitive control systems for characters that animators can easily use, basic mel and python knowledge, indirect bind, soft body and rigid body dynamic rigs.

EXPERIENCE

Icarus Studios (Cary, NC) 2008 - 2009

Rigging Intern

In a nine month period of time working on fallen earth, we redid all of the existing rigs and weights and I personally created at least 10 new rigs. All rigs were bipeds and were a wide variety of creatures. I also had the opportunity of working on the Dexter game Icarus is creating for the iphone. Examples of these rigs can be seen by appointment only as indicated by the NDA I signed. I also learned how to calibrate, and use the Motion Analysis motion capture system and clean up the data.

Firebreathers Studio (Raleigh, NC) 2006 - 2008

Rigging Intern

Character setup artist for start up studio, researched and implemented how to create soft and rigid body rigs in maya, painted weights, trouble shoot and fixed problems.

US Signcrafters (Osceola, IN) ussigncrafters.com 2003 - 2005

Graphic Designer/sign maker

Customer service, took orders, met deadlines, and quoted prices for perspective jobs, designed, weeded, cut, masked, and applied vinyl to a variety of different surfaces ranging from semi trailers, cars, boards, glass.

SIGGRAPH 2007 full conference pass

Attended 6 courses, various papers, sketches, Job Fair, exhibit floor and different social events.

SIGGRAPH 2006 student volunteer assisted with various exhibits.

AWARDS AND AFFILIATIONS

FRC Animation Mentor for Team 2108 spring 2009 (see rigs gallery to see it)

Best in category - Animated short School of Communication Arts spring 2007

School of Communication Arts Student Government MODIV Member 2007

Ball State University Student Government member 2002-2003

Canon Theory Project student art group, Vicepresident 2002 - 2003

Eagle Scout 1998
