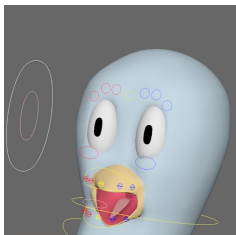


Liv Barney

rigger - technical artist - animator

BarnLiv@gmail.com

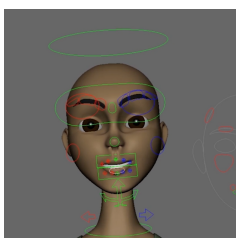
livbarney.com



00:05 Pigeon Rig - "Loves" Short Film

Software: Maya 2016 and Maya 2017

Responsible for all aspects: rigging, modeling, UVs, and texturing of the bird character.



00:38 Human Face Rig

Software: Maya 2017

Responsible for joint setup, animation control setup, blendshapes, and deformations. Model by Marvic Adoptante.



00:46 Lip Rig Tool - MEL Script

Software: Maya 2016

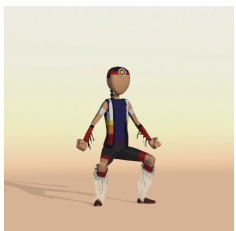
A MEL script I made that creates a rigging tool with a UI. Buttons can create and delete joints, create and delete animation controls, select the bind joints, as well as bind joints to the selected geometry.



01:00 Battletoad Rig

Software: Maya 2015

Responsible for rig's skeleton, animation control setup, and deformations. Model by lashkoalex on TurboSquid.com.



01:13 Native Dancer

Software: Maya 2015

Responsible for nCloth simulation, nHair simulation, passive collider, FK braid controls, dynamic constraints, and animation.