

LACHLAN BEST

Rigging Artist

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lachlanbest3d.com

Phone number upon request

Hold an Australian Passport; Permanent Resident of Canada

Currently residing in Vancouver, Canada

WORK HISTORY

Senior Rigger

Aug 2021 – Present

Spider-Man: Across the Spider-Verse: Responsible for setting up a variety of prop and body rigs in Maya. Worked with animation and pipeline to resolve rig publishing issues. Worked closely with the lead body rigger to maintain and upgrade python-based spiderweb rigs, along with anim tools for the main villain.

Sony Pictures
Imageworks

August 2021 to
Present

Intermediate Rigger

Oct 2017 – Feb 2018

Hotel Transylvania 3: Responsible for setting up a variety of prop and body rigs in Maya.

Sony Pictures
Imageworks

October 2017 -
August 2021

Feb 2018 – June 2018

Python Development: In order to expedite Sony Pictures Imageworks (SPI) rig 'vanillafication' process, whereby in-house rigs are stripped of any proprietary nodes for outside vendors, I was tasked with developing a python library capable of replacing SPI nodes in a live rig with their 'vanilla' Maya equivalent whilst preserving existing rig behaviour as closely as possible. Prior to this python library, a typical biped rig (sans face rig) would take a rigging artist 1-2 working days to 'vannillafy'; using this library, a typical biped rig (including face rig) takes 10 minutes.

June 2018 – May 2020

The Mitchells vs. The Machines animated feature: Worked extensively on a variety of prop and body rigs in Maya. Developed new wheel and chassis components using the in-house charms API to accommodate the large number of vehicles created for the show. Developed tools to facilitate fitting vehicle rigs to their models and for creating large numbers of simple animatable controls based off the user's selection.

Also worked briefly (< 3 months) on both The Angry Birds 2 Movie and Vivo animated features during this time.

May 2020 – Sept 2020

Python Development: Assisted with porting and optimising of existing rigging modules from the old 'charms' system over into SPI's next-gen rigging pipeline. Worked with the primary next-gen developer to provide feedback on how next-gen modules are authored. QA tested the next-gen pipeline, using gitlab to track and submit issues.

Sept 2020 - May 2021

Hotel Transylvania 4: Responsible for setting up a variety of prop and body rigs in Maya.

May 2021 – Aug 2021

Spider-Man: Across the Spider-Verse: Responsible for setting up a variety of prop and body rigs in Maya.

Junior Rigger

Feb 2016 – Oct 2016

Lego Batman and Lego Ninjago animated features:

Responsible for rigging a variety of assets in Softimage for the Lego Batman and Lego Ninjago feature films. Assisted in maintaining and extending python rigging API tools.

Animal Logic

February 2016 -
September 2017

Oct 2016 – Sept 2017

Guardians of the Galaxy 2 and Peter Rabbit features: Assisted with development of rigging components for use across both shows, working closely with animation and rigging leads. Worked with in-house muscle system 'Steroids.' Created tools for rigging artists in python utilising Maya's API.

Rigger

Responsible for retopology and rigging of bipedal and quadrupedal characters in Maya for use in Unreal Engine 4. Also responsible for simulating cloth assets using Maya and APEX.

Mountainwheel
Games

September 2014 -
February 2016

Sessional Tutor

Responsible for mentoring students undertaking a 30 second animated film project.

Queensland
University of
Technology

July 2014 –
November 2014 and
July 2015 -
November 2015

Rigger & Animator

Responsible for all aspects of rigging and animation on humanoid models in Maya for use in the Unity engine.

Starboard
Games

March 2014 –
September 2014

EDUCATION

Academic Development Program

Four sequenced workshops, spanning a range of learning and teaching development strategies

Queensland
University of
Technology

July 2015 – August 2015

Facial Rigging 101 Course

Mentored by Daniel McCrummen (Reel FX)

Rigging Dojo

May 2015 – July 2015

Bachelor of Fine Arts (Honours)

Research focus on the dynamics of virtual teamwork in game development.

Queensland
University of
Technology

February 2014 –
November 2014

Prop Rigging Course

Mentored by Jeff Brodsky (Blue Sky, Disney)

Rigging Dojo

June 2014 – July 2014

Bachelor of Games and Interactive Entertainment

Queensland
University of
Technology

2011 - 2013

SOFTWARE KNOWLEDGE AND SKILLS

Maya +++

Softimage +

ZBrush +

PyCharm +++

3D Coat +

Photoshop +

Marmoset Toolbag ++

Xnormal ++

After Effects +

Rigging and Skinning +++

Digital Sculpting (PSDs) ++

Python Scripting +++

Retopology ++

MEL Scripting +++

Character Animation +