Ryan Hill

3D Rigging Artist

Shot Breakdown

Dragon Rig (2024)

Includes FK/IK spine, neck, tail, legs, and wings, as well as membranes which layer skin weights and cluster deformers. Also performed cloth simulation to make membrane deformations more dynamic.

Software: Autodesk Maya, nCloth

Kaiju Alert! (2025)

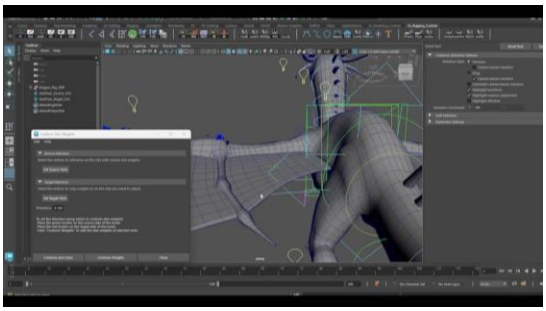
Rigged an octopus monster to emulate the behavior of classic monster movie costumes. Mixed IK and FK behavior in tentacles to create the illusion of being manipulated with physical wires, which follow while remaining vertical.

Software: Autodesk Maya

Ori Rig (2026)

Creature character rig including ribbon setups, full face rig, flexible tweak controls, and dynamic simulation functionality using nHair-driven joint chains. Responsible for all aspects other than the original character concept.

Software: Autodesk Maya, Zbrush, Substance Painter



Conform Skin Weights Script (2026)

Python script I wrote to automatically fix discrepancies between the surfaces of a two-sided mesh. The user selects which vertices to reference, which to adjust, and then indicates the direction of the transfer. The tool then copies the skin weights from the source vertices to the closest matching target vertices along the indicated direction.

Software: Visual Studio Code, Autodesk Maya

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Fairy Play (2025)

Rigged dress and background porcelain figures. The dress was built using a series of primary and secondary ribbon rig setups designed for ease of use and detailed shape control for pre-simulation animation.

Software: Autodesk Maya

Self-Cranking Machine Rig (2025)

Mechanical rig with a full system of gears, a telescoping arm, and a belt all activated using a single controller, as well as adjustable, automated jitter on the meter needle. Responsible for all aspects.

Software: Autodesk Maya, Substance Painter, Unreal Engine