

Ryan Hill

3D Generalist

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



Ori Rig (2025)

Responsible for model, rigging, and textures. Character rig that I made based on the design of the titular character from the *Ori* video game series. Includes nHair-driven dynamic joints, ribbon setups, and detailed tweak controls.

Software: Autodesk Maya, Zbrush, Substance Painter



The Self-Cranking Machine (2025)

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

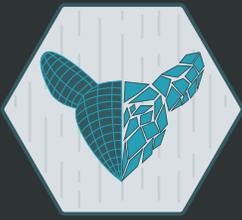
Software: Autodesk Maya, Substance Painter, Unreal Engine



Corrupted Computer (2025)

Modeling and texturing project of a computer overtaken by a sci-fi-inspired fungus. Focused on combining organic and hard-surface modeling techniques, using textures to transition between the two. Responsible for all aspects.

Software: Autodesk Maya, Zbrush, Substance Painter, Unreal Engine



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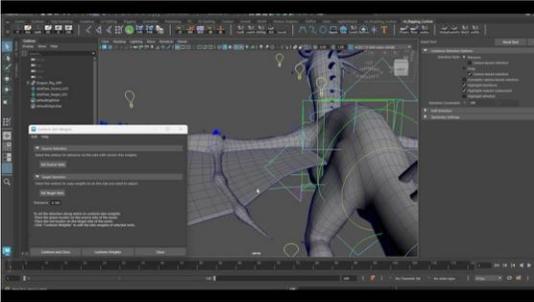
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Morticia (2024)

Original character modeling and look dev project. Workflow included building character from an approved production-ready mesh, modeling props and poly hair, tailoring cloth, and painting textures.

Software: Autodesk Maya, Zbrush, Marvelous Designer, 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



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