Ryan Hill

3D Rigging Artist

Shot Breakdown

Dragon Rig (2024)

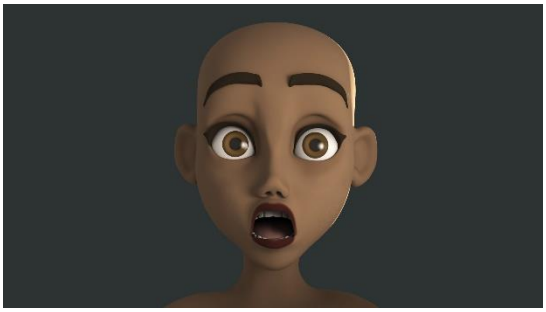
Includes FK/IK spine, neck, tail, legs, and wings, as well as membranes which layer skin weights and cluster deformers. Also performed cloth simulation to make membrane deformations more dynamic.

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.

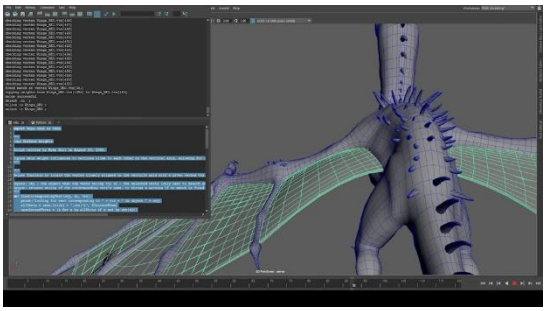
Software: Autodesk Maya



***Dahlia* Bride** (2024)

Rig built for the short film *Dahlia*. Emphasis on face rig for emotional performance in film. Combination of skinning and blend shape setups to allow for detailed control of shapes.

Software: Autodesk Maya



Skin Weights Cleanup Script (2024)

Python script I wrote to automatically fix discrepancies between the surfaces of a two-sided mesh by copying skin weights from the top surface to the bottom.

Software: Python IDLE, Autodesk Maya

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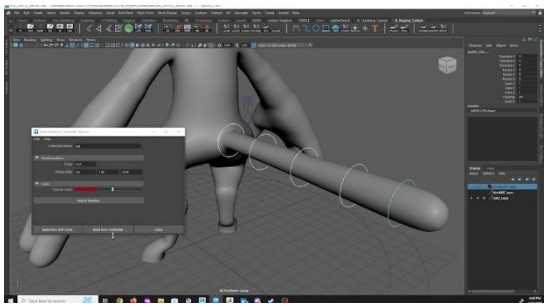
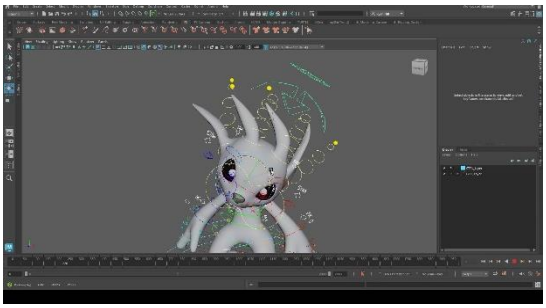


Chain Driver Control Script (2025)

Rigging tool that creates a controller for rotating any FK chain as a single unit. Features include adjustable offset, scale, and color, and scalar attributes for each driven controller to precisely control the resulting movement.

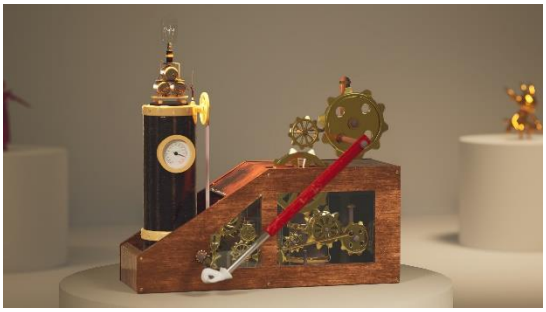
Software: Python IDLE, Autodesk Maya



Ori Dynamics Setup (2025)

Responsible for modeling, rigging, and texturing. Character with dynamic motion functionality in tail, ears, and antennae by driving joints with dynamic nHair curves.

Software: Autodesk Maya, Adobe 3D Substance Painter



Mechanical Crank Rig (2025)

Mechanical rig 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. Responsible for all aspects.

Software: Autodesk Maya, Adobe Substance Painter, Unreal Engine