



Jeff Wenz

Portfolio

(2024 August)

GIMMICK & BOLT

September - December 2023

Roles: Rigging, Producer, Animation, Motion Capture, VFX, Actor, Systems

Short film trailer created by *Jukebox* about two characters escaping from prison in the depths of space while respawning every time they die. As this was a team major production, we aimed to work with industry tools, techniques and quality.

My role on the team was Rigging the character Gimmick, managing recording for voice actors, motion capture for detailed animated shots, and investigating cooperative systems and engaging with Pixar's Universal Scene Description in the form of NVIDIA Omniverse.

To the right we have Gimmick and Bolt in action poses showcasing their style, character contrasts and their working rigs.



Gimmick & Bolt: Trailer

<https://www.youtube.com/watch?v=BnY364R-gi8>



Panels

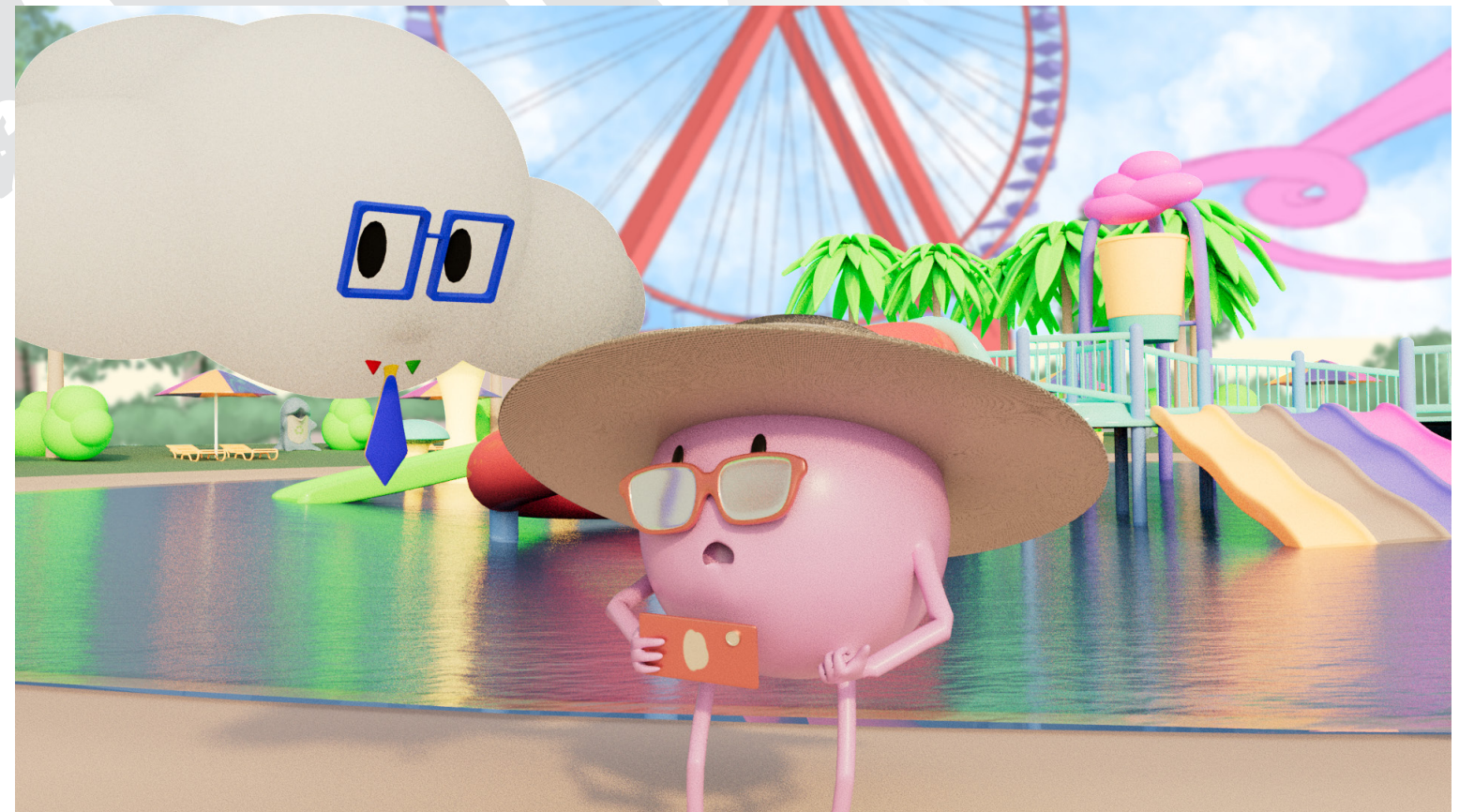
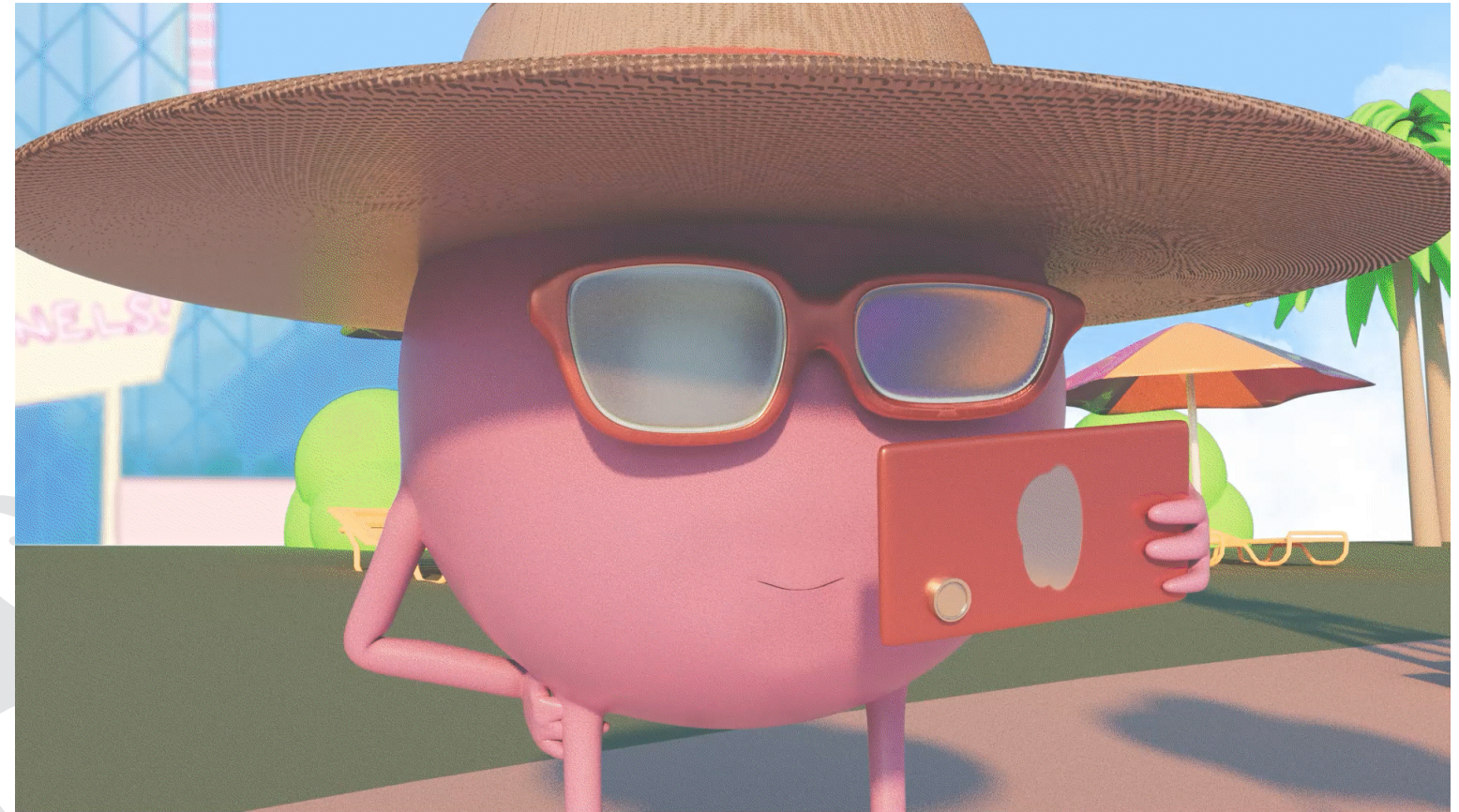
May - August 2023

Roles: *Producer, Rigging, Rendering, VFX, SFX, Dynamics*

Advertisement created by *Panels* with the intention of addressing a modern-day social dilemma. A short story about two mothers saving their precious family memories from data leaks.

My role on the team was producer where I managed weekly minutes and meetings and managed and organized our filesystem and collaboration. I was also the lead rigger for the Mother characters and their children. I took care of rendering and post production and much of the water dynamics in the advertisement.

The example on top displays the creative mother rig working with her blinking and some 2D VFX and video composition. Below is a composition test after receiving an animated shot, assets and background and compiling it together for a quality check.



<https://www.youtube.com/watch?v=s1PTRifj0IA>

On Ice

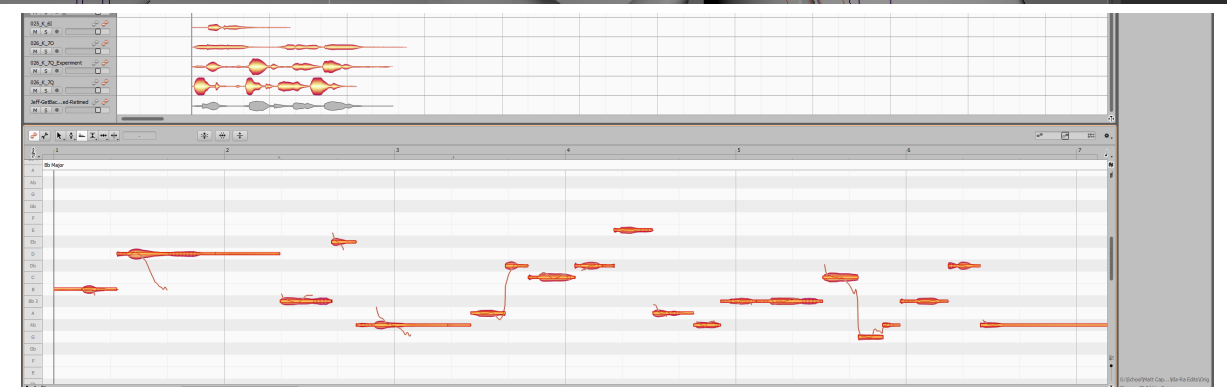
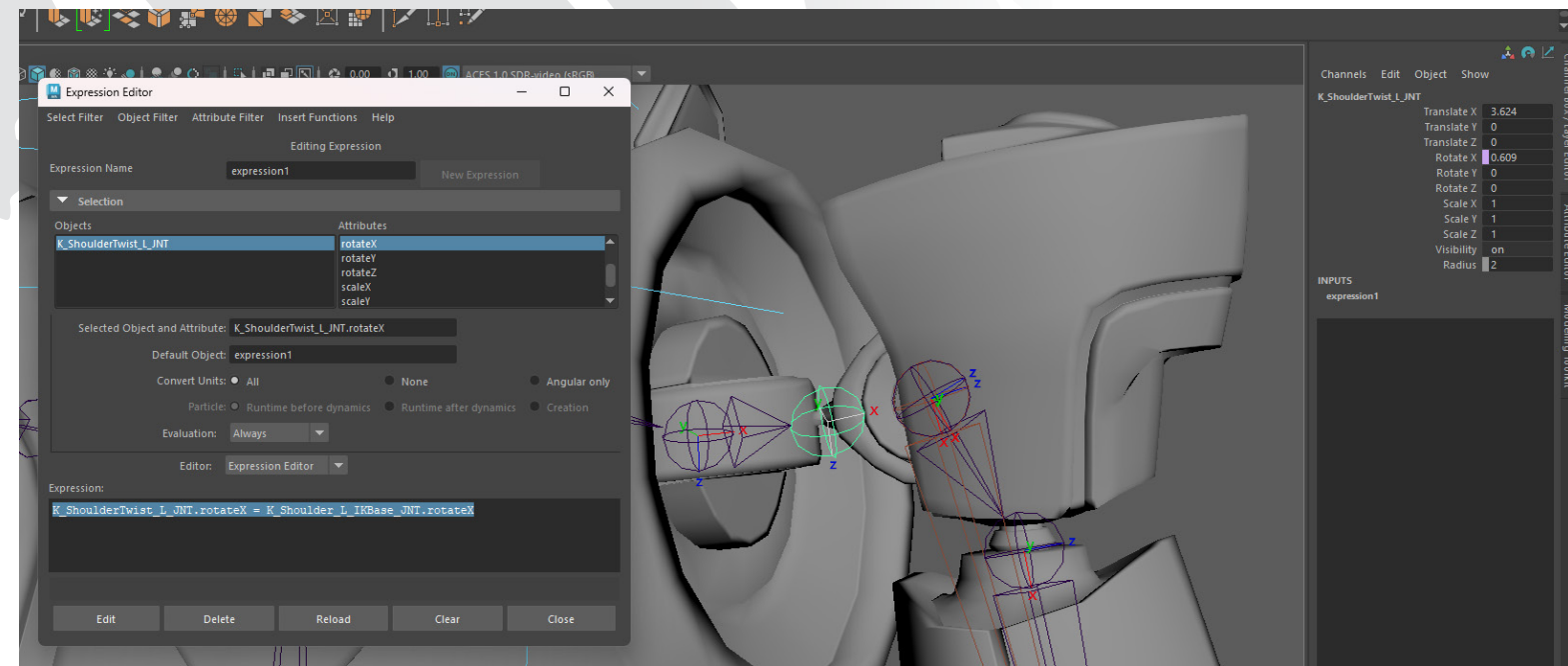
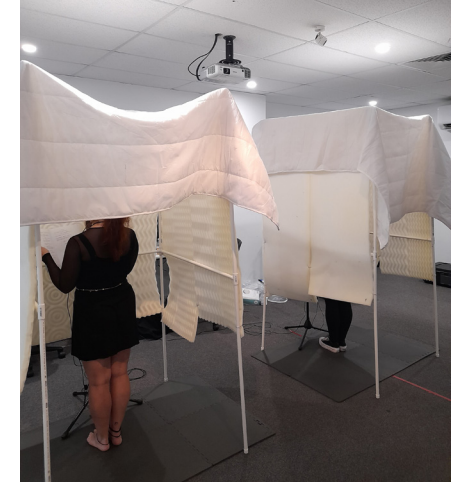
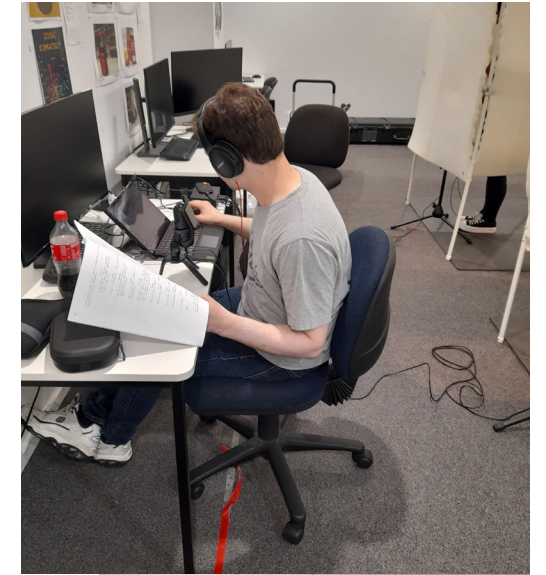
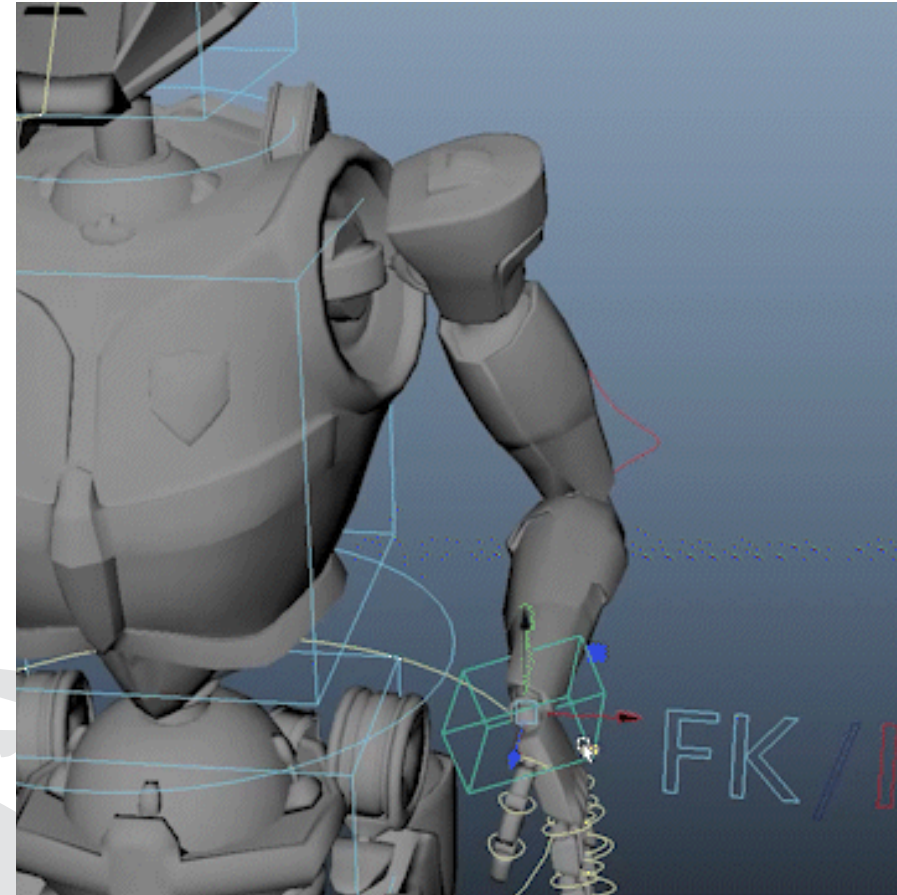
February - May 2024

Roles: Recording Technician, Sound Production Advisor, Assistant Technical Rigger

Short film created by Plumb Studios. After awakening from a coma, Lola finds herself trapped in her basement with a robot caretaker, Kla-Ra, who doesn't seem to be exactly what it seems.

My role in this production was audio, specifically the voices. I built modular recording booths with recording equipment and helped direct voice lines and efforts and directed variations. After recording, it was my task to robotize Kla-Ra's voice in a way which did not destroy the acting. I also assisted with technical rigging where I created Mel Script to influence Kla-Ra's IK rig to move and rotate appropriately to the model.

On the far right are two pics of me and the voice actresses during the recording session, capturing in real time and on separate channels. To the left of that is Kla-Ra's IK arm and my Mel Script in Maya's expression editor for it just below. Finally on the bottom is waveform for Kla-Ra's robotic voice modified with Melodyne.



On Ice Website

<https://10274424.wixsite.com/plumbstudios-onice>



February - July 2023

Roles: Rigging, Modeling, UV, Animation, Concept

Short film created by *Platypus Posse* inspired by the Pakenham, Victoria mascot, Yakkerboo; the friendly, bunyip, swamp creature. Riley wanders into Mr. Yakkerboo's travel agency and is taken across Australia on a surreal adventure ending at Mt. Uluru.

My role on the team was creating the Yakkerboo model (inspired by Julia Squires statue on Main Street in Pakenham), rigging him, animation and technical animation. I was also the original source for the story creation featuring the Yakkerboo.

Up top is a walk cycle animated by me showcasing the working rig for Mr. Yakkerboo. Down below are some final render of the two main characters of the film based on the concept drawing during the preproduction phase; displaying ideals of advertisement and concept in an engaging action pose.



Mr. Yakkerboo - Student

Short Film

<https://www.youtube.com/watch?v=laBqkISHPLO>

Laundromatica

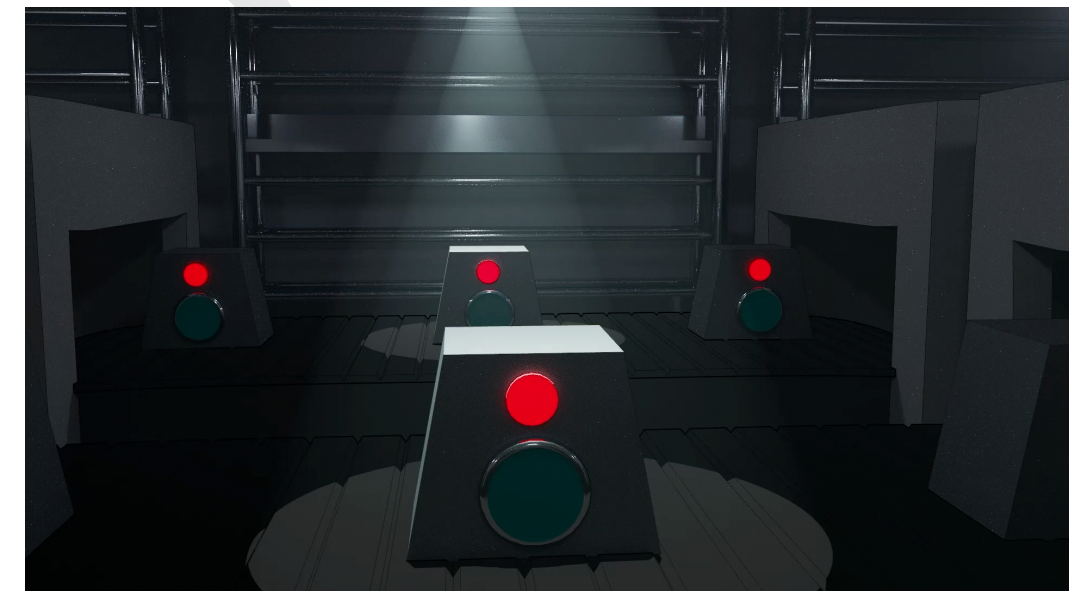
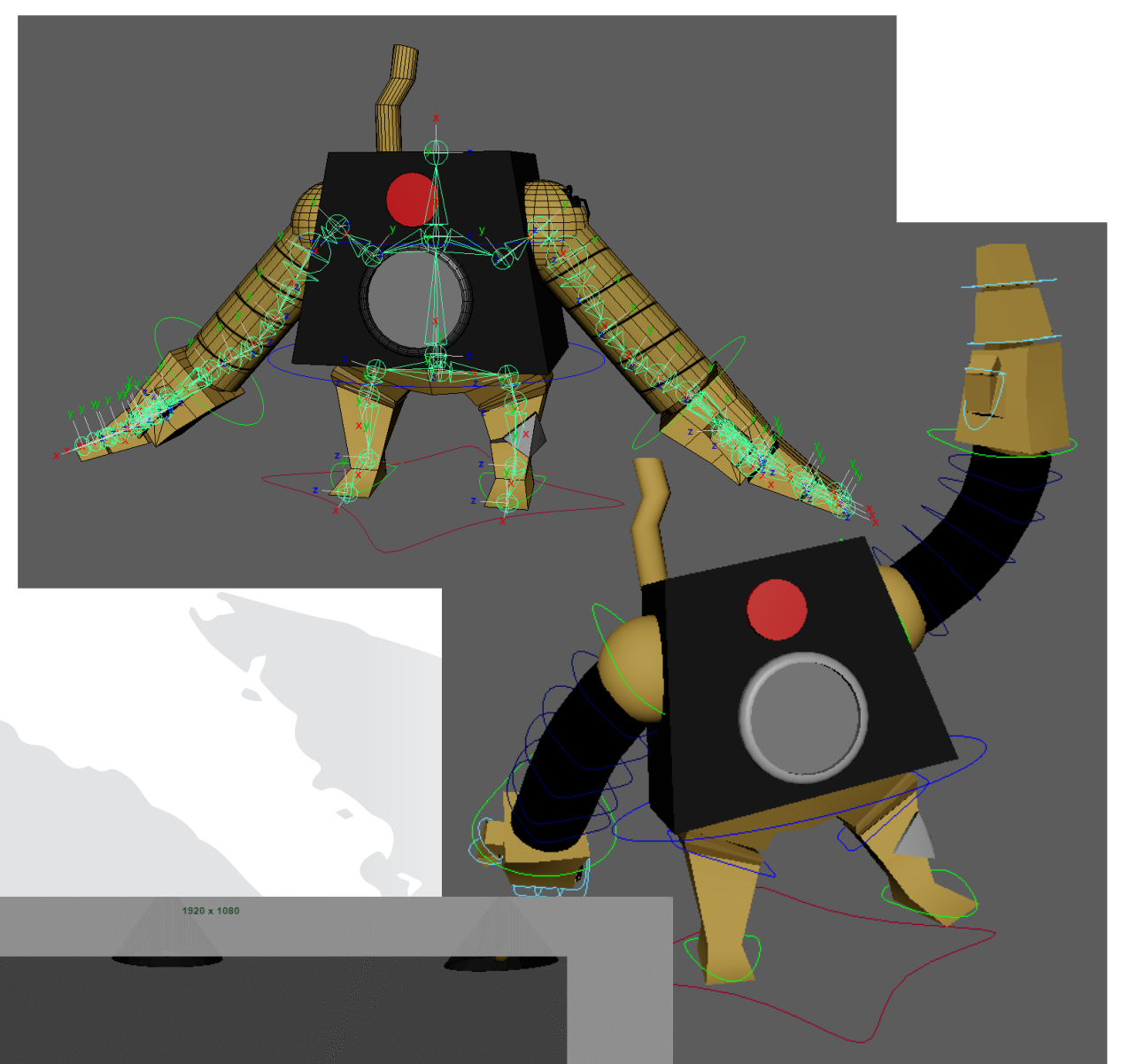
May - August 2022

Roles: Rigging, Lighting, Shading, VFX, SFX

Short film created by *3 Dudes Making Stuff* for a client brief known as Laundromatica; a dystopian future where laundry means everything.

My role on the team was rigging the main character, Dennis, and rendering features such as lighting and shading. The style proposed to the client involved a toon style with thick outlines and harsh lighting to give a well balanced mix of western cartoon and serious tone.

The examples (animated by Ethan Dinnie) on the side show the before playblast and the final render. The final features lights, materials, shading and transitions added and created by me using Autodesk Maya, Autodesk Arnold and Adobe Premiere Pro.



Laundromatica (3 Dudes Making Stuff)

<https://www.youtube.com/watch?v=0R5J1ZK-g7Y>