



Jeff Wenz Portfolio

(2024 August)



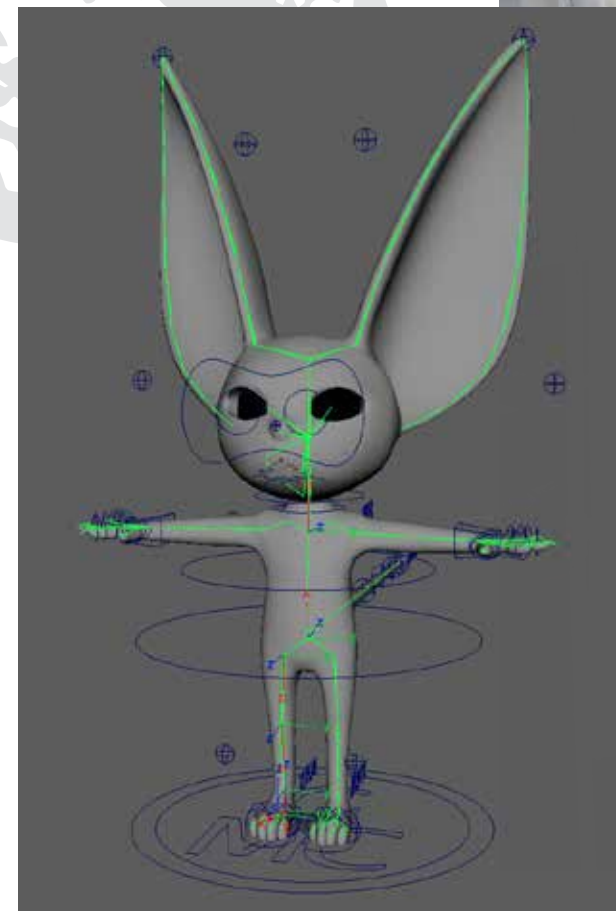
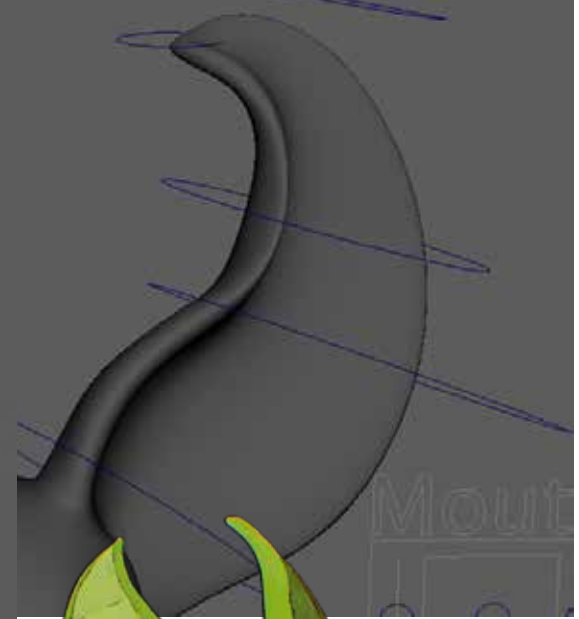
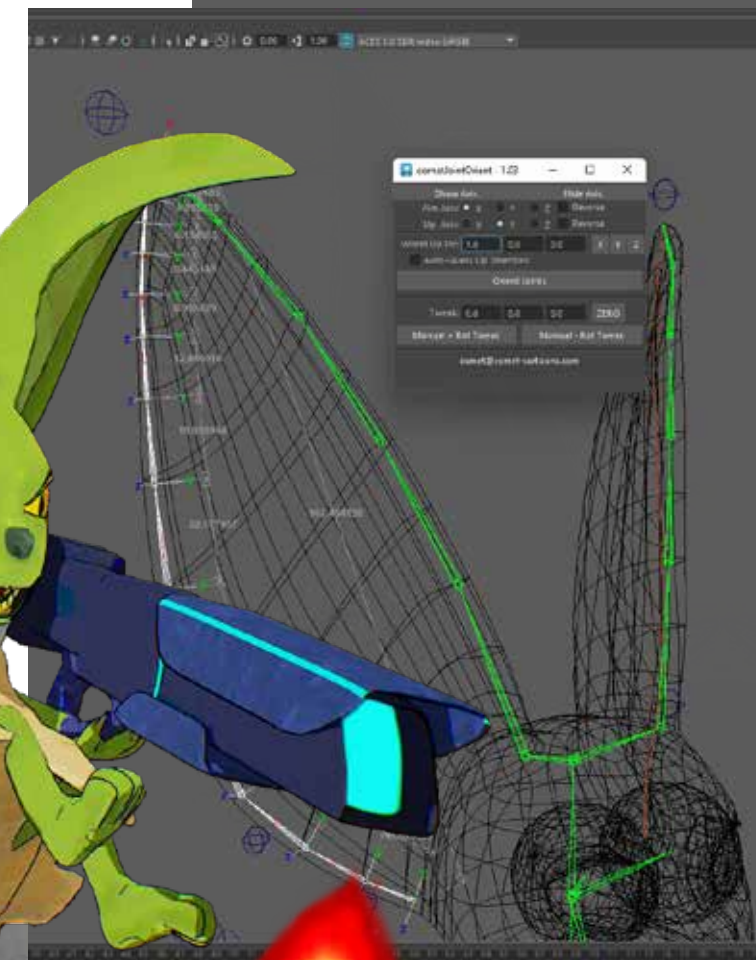
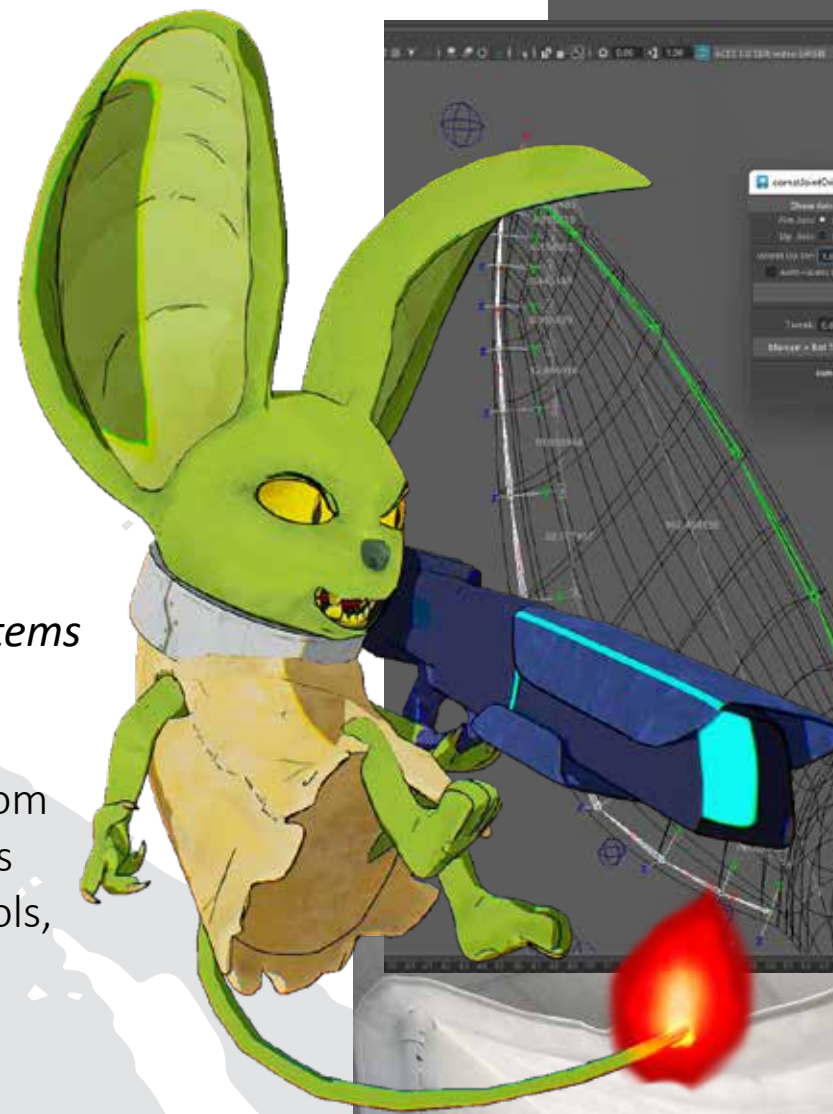
September - December 2023

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. The inside of the soundbooth for voice recording and some images of Gimmick's character rig.



Gimmick & Bolt: Trailer

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

Panels

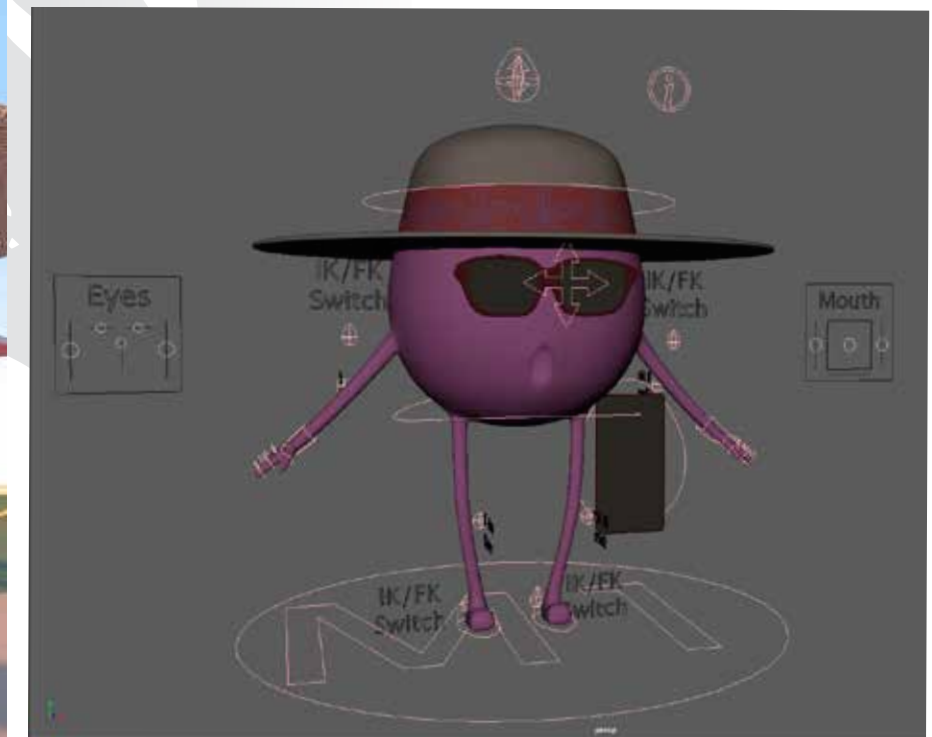
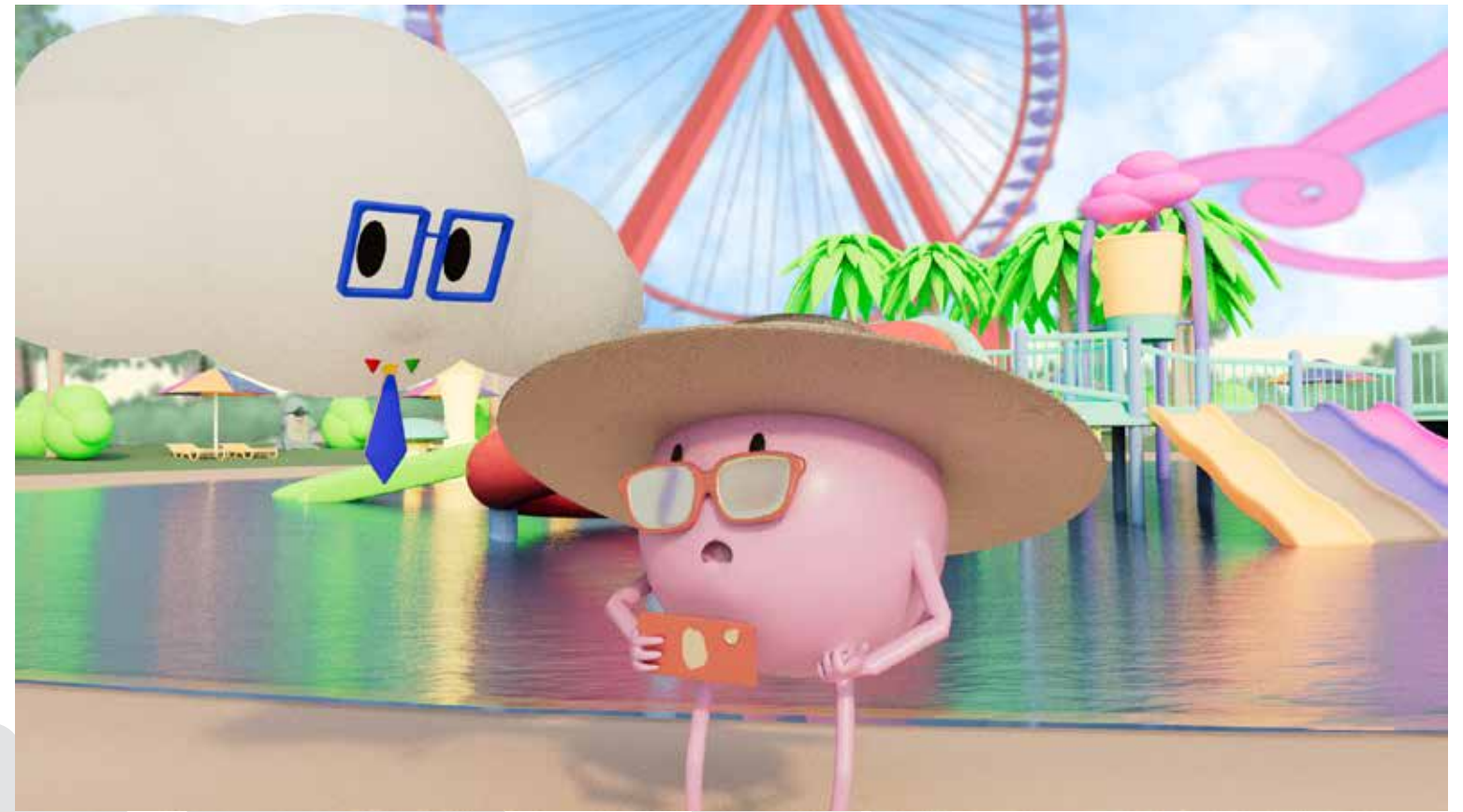
May - August 2023

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.

Above is a test composition; testing to make sure collaborative assets fit together consistently. Below displays the Mother rig with glasses control and convenient panels for facial animation.



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

On Ice

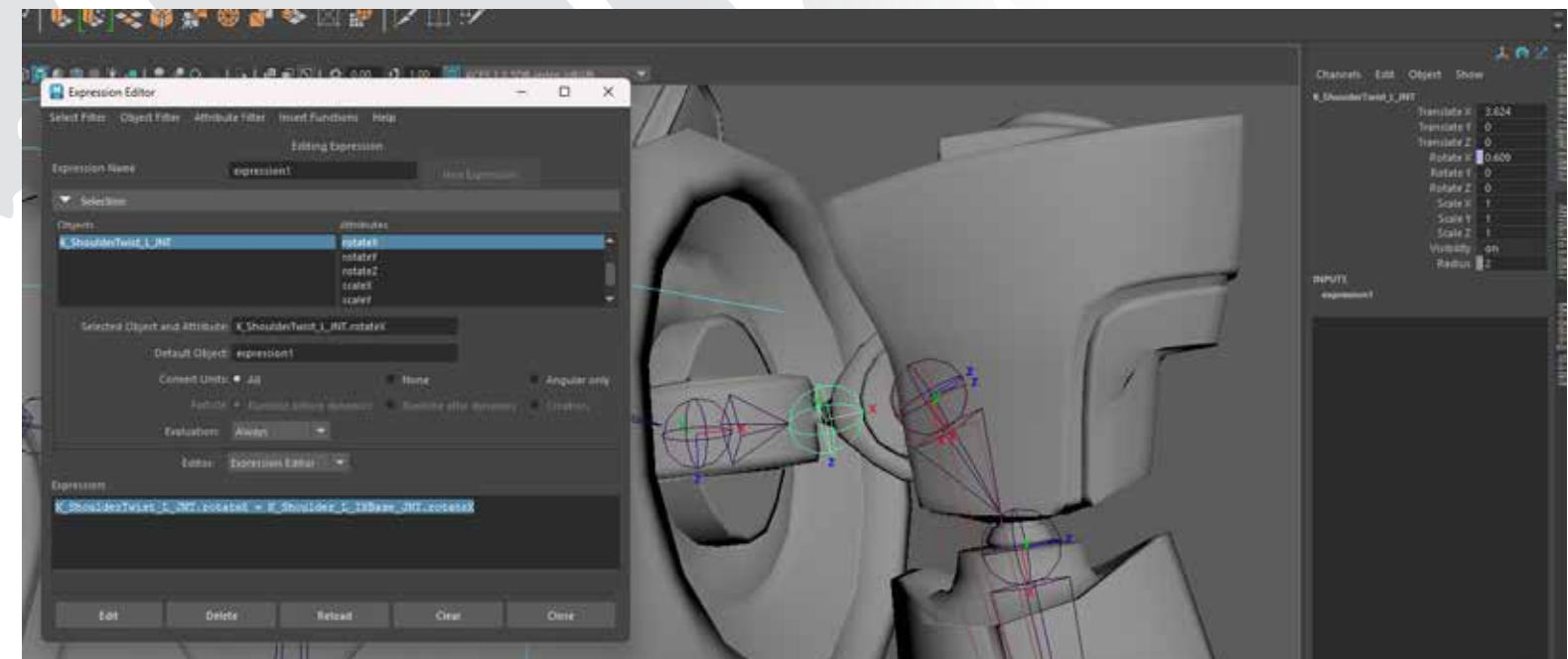
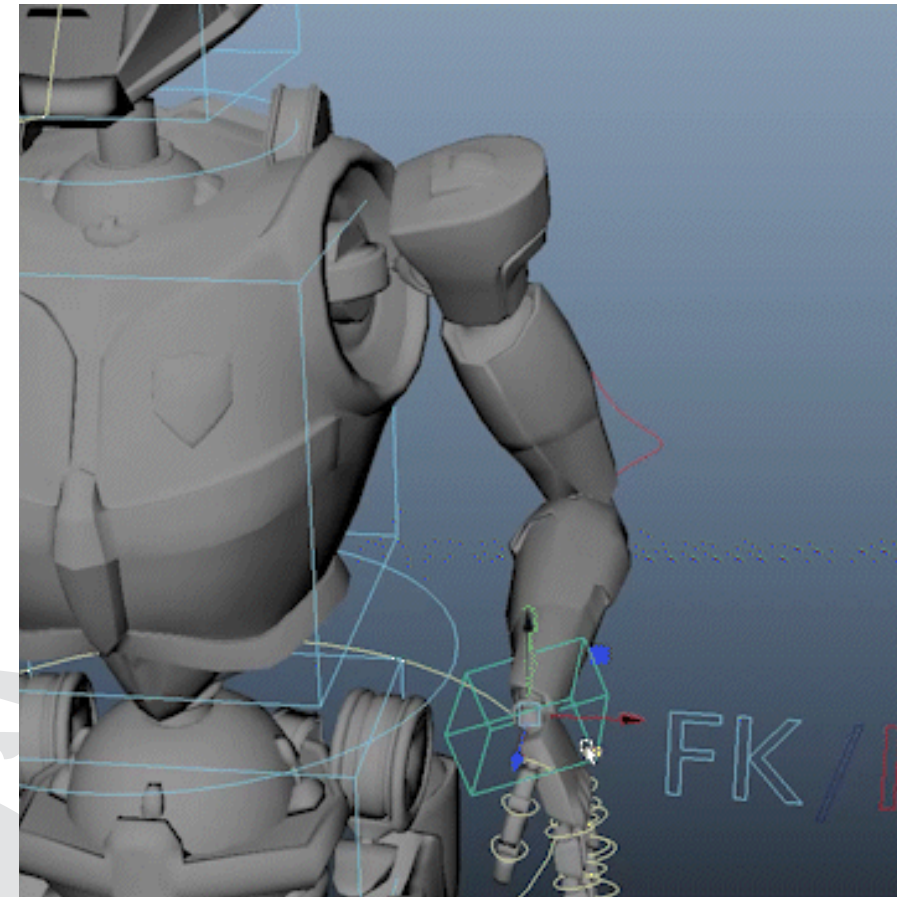
February - May 2024

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 robotimize 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>



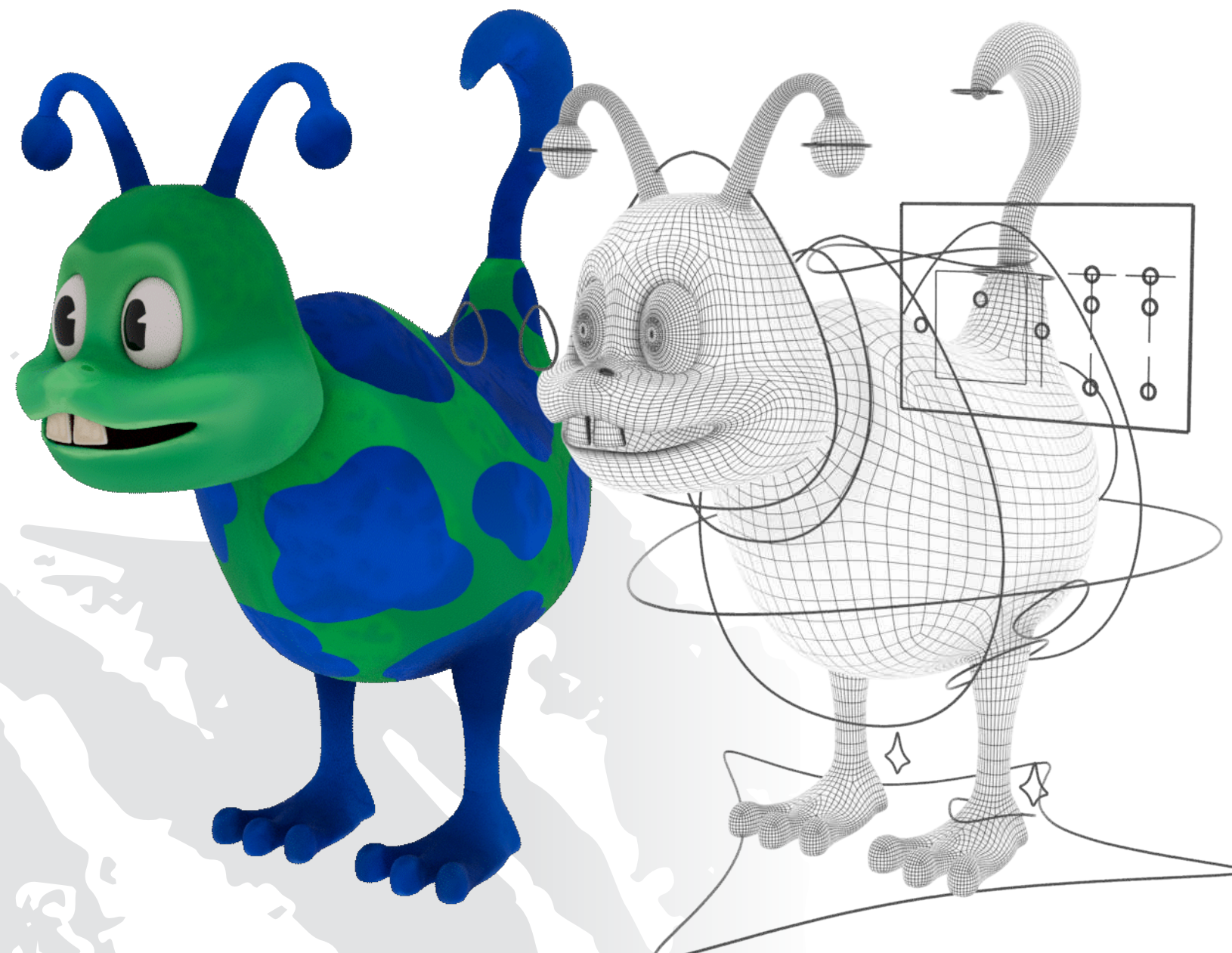
February - July 2023

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 and a topology wireframe with rig controls. Down below are some final render of the two main characters of the film and 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](https://www.youtube.com/watch?v=laBqkISHPLO)

Laundromatica

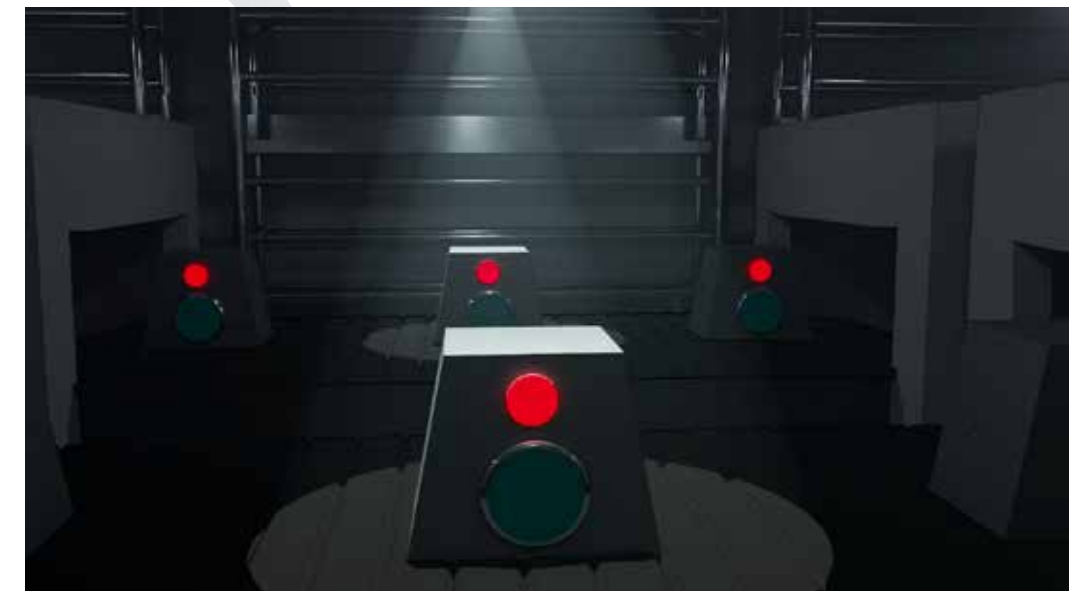
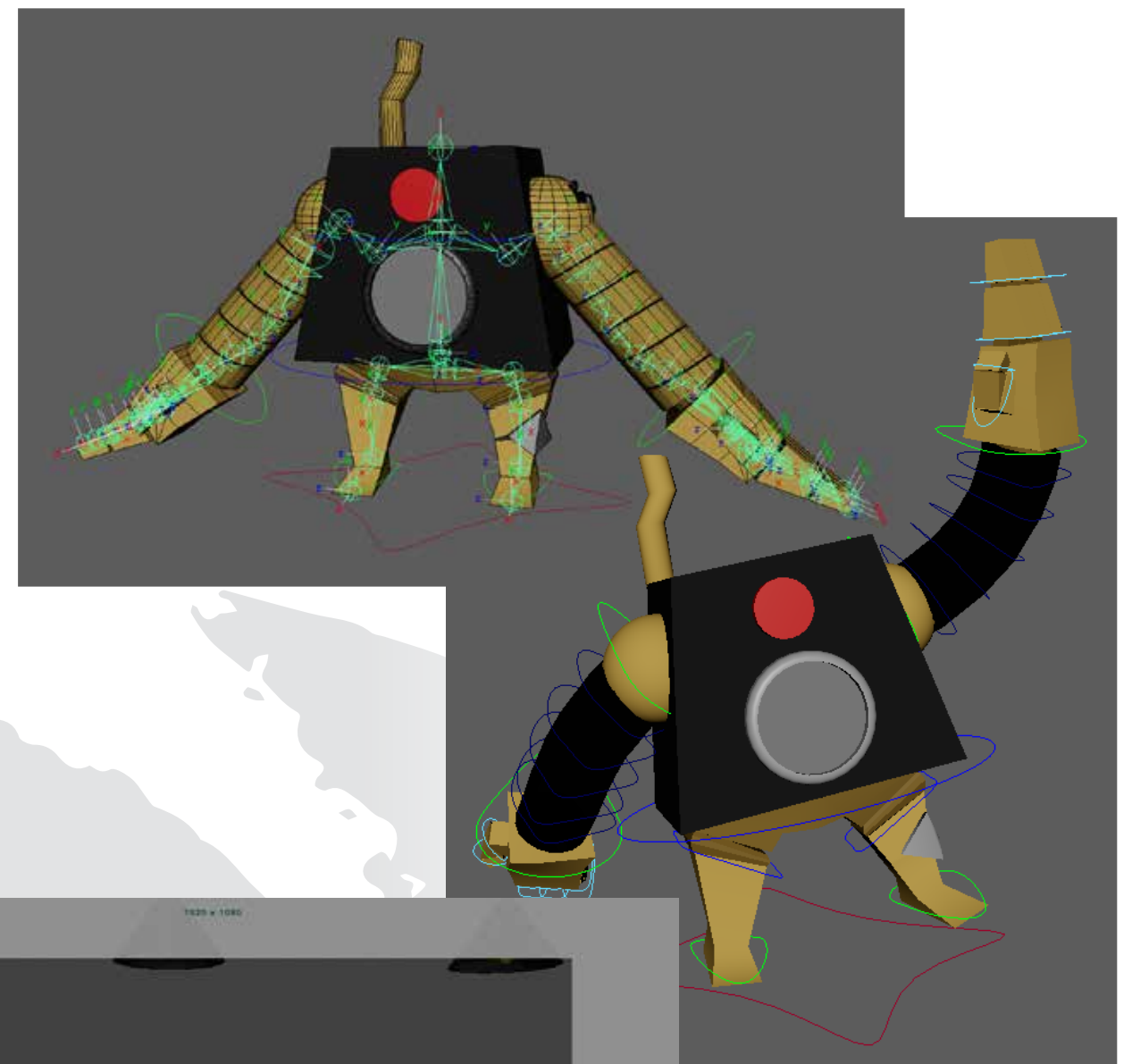
May - August 2022

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.

Above is Dennis with his skeleton and rig controls in default pose and waving. The examples below (animated by Ethan Dinnie) 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>

Kentucky Fried Jeff

January 2020

A “Photoshop Me Parody” of the KFC logo. This is a remake from a more recent image of myself. This piece involved various photo filters and thresholds to get facial details and the pen tool to get the finer details.



Jeff-ablo

November 2012

A “Photoshop and Illustrator Me Parody” of the Diablo 3 logo. This is one of my more proud "me parodies". Out of all the logo designs I have made, this was by far the hardest to recreate. It came out looking so similar to the original logo despite being all crafted from scratch. This piece was biggest test in graphic design before stepping in to 3D.



JW Comics

June 2012

A “Photoshop Me Parody” of the DC Comics (2009) logo. Made using Adobe Photoshop. Most is custom drawn with the pen tool and some shapes, but the logo does take some parts from the original logo (primarily the “swoosh” in the gaps in the J and the W).



Warner Jeff

January 2013

A “Photoshop Me Parody” of the Warner Brothers shield logo. This was very good practice for the Pen tool in Photoshop and dealing with custom shapes and symmetries. The border of the shield color scheme was done as a layer filter with a radial effect which worked really well to give the metallic finish and reflections to the final product.



Kung Fu Jeff

June 2018

A “Maya Me Parody” of the Kung Fu Panda logo. Made using Autodesk Maya with some color teaking done in post in Photoshop. This was my first 3D logo which was actually render and not just used as a templated and traced over in Photoshop.



Gravity Jeff

February 2013

A “Photoshop Me Parody” of the Gravity Falls logo. An iconic Disney cartoon I decided to recreate. This piece delt a lot with masks and color filtering. The 3D aspect of the text was difficult with the inbuilt tools at the time, so they were manually created with brushes and the pen tool before acquiring a drawing tablet, making use of a steady hand.

