Kerfluffle Animation – Technical Overview

**Character Rigs**

* **Girl**
  + Detailed face animations and blendshapes
  + Dress
  + Backpack
  + Keychain ragdoll
  + Hair
* **Adult**
  + Male and female base rigs
  + Can swap out clothes and/or textures
  + Doesn’t require face rigging if hidden
  + Hair (if shown)
* **Child**
  + Holds hands with one of the adults
  + Doesn’t require face rigging if hidden
* **Kerfluffle**
  + Fur
  + Long tongue
  + Antennae movement
  + Fast feet / Disconnected feet
* **Slug Llama** 
  + Simple neck joint chain with jaw movement
* **Axolotl**
  + Lots of leg joint chains
  + Might require two rigs for the large and small body
* **Hammerhead Giraffe**
  + Will drive the girl and kerfluffle movement if they ride it
* **Sheep**
  + Wool
* **Bird**
  + Face (and wing?) setup

**Other Rigs**

* **Vehicles**
  + Bus rig
  + Car / Van / Truck rig
* **Door**
  + Swings open as an adult opens it
* **Keychain**
  + Ragdoll

**Technical Challenges**

* **Houdini**
  + Building generation (city buildings) (Can also use hand-made buildings if done correctly)
  + Glass water ripple effect (door entrance)
  + Waterfall (water)
  + Crying (water)
* **Maya**
  + Hair / Wool / Fur / Grass generation
  + Character masking / Geometry cut (As the girl passes through the opened door)
  + Blendshapes (animal changes)
  + Texture swapping / Coloration (animal changes)
  + Lighting
  + Rendering
  + Compositing

**Useful Links**

* **Youtube playlist:** <https://www.youtube.com/playlist?list=PLVpXeaLtc6YGMfROplvTsPoQMHxEzRx7o>
* **Hiding geometry while keeping the reflection visible:** https://knowledge.autodesk.com/support/maya/learn-explore/caas/CloudHelp/cloudhelp/2015/ENU/Maya/files/Vari-Control-visibility-reflection-per-layer-htm.html