

Marco Godinho

Rigger

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Summary

My goal is simple, give form to creatures and make them ready to live or more properly, make them ready to be animated :) , fool the audience and make them accept that this creatures could actually exist, doesn't seem to be so simple after all.

My skills go from modeling to rigging, to tools development.

I started as a modeler and soon I wanted to see my models move and deform so I entered in the rigging realm then for the sake of speed some tasks could be automated and I started scripting, soon I became addicted to it. Now I constantly make different tools to automate the process and have different packages communicate with each other easily.

Because I'm always curious about how things work I usually get called into different tasks like VFX that tend to be great fun.

Specialties

Rigging - Creatures, vehicles, props

Modeling - Organic and hard surface

Scripting languages - Python, MEL, PHP, CSS

Good experience in: Maya, Houdini, ZBrush, Mudbox, Modo

Some experience in: XSI, 3dsMax, Photoshop, Fusion, Shake, AfterEffects, Flash, Director

Fast adaptation to new tools and programming languages.

Experience

Rigger at Framestore CFC

August 2009 - March 2010 (8 months)

In this role I worked on the body deformations rig for the Medusa character in Clash of the Titans under the supervision of Laurie Brugger and Scott Eaton.

1 recommendation available upon request

Contributor at Future Publishing

February 2010 - February 2010

I was invited to write two tutorials for the magazine "3D World" about scripting. The first tutorial comes out on the issue 128 in March and the second in the issue 129 in April.

Creature TD at Axis Animation

May 2007 - August 2009 (2 years 4 months)

While working at Axis I was responsible for:
Rigging of characters, vehicles, props.
VFX.

Development of tools for Maya and Houdini including:

Design and implementation of auto rigging systems for animation of characters and vehicles. Including modules to build a standard biped rig, ground contact system for vehicles, easy tread creation.

Development of tools to export animation in *.clip format from Maya and import in Houdini using a custom chop network, also responsible for creation of a tool to import and setup a skeleton in Houdini using this custom chop network.

This tools where developed in Python.

Worked on the following projects:

Crysis - trailer - as Rigger/Generalist

Race Driver - trailer - as Rigger/Generalist

Clio animals - advert - as Creature TD

Operation Flashpoint 2 - trailer - as Lead TD

Motorstorm Pacific Rift - in game cinematics - as Lead TD

Killzone 2 - in game cinematics - as Lead TD

Fuel - trailer - as Lead TD

2 recommendations available upon request

Generalist at Self-employed

June 1998 - May 2007 (9 years)

2007 - Presented the workshop "3D Animation - Production Process" in Instituto Politecnico de Tomar

04/2007 - Modeling of buildings for the BPN spot.

2006 - Presented 55 hours of lecture about "Introduction to Maya" Module 3D of the CET - Computação Gráfica - Desenvolvimento de Produtos Multimédia in Universidade de Aveiro -

Programa Aveiro Norte

Various freelance jobs since 1998 doing: 3D modeling/animation (Maya, 3D Studio Max), Website design and development (Dreamweaver, Photoshop, Shockwave).

Modeller/TD at Appia Filmes

May 2004 - September 2006 (2 years 5 months)

Jan 2006 - September 2006 - Character Modeler and Rigger, Mel Scriptor

Working as Lead Character Modeler and Supervisor and Lead Character Rigger on the short film "Belinvicta".

I have done the modeling of all the main characters for the movie and also the character setup.

For the character setup I used an evolution of the previous rigging tools, and new ones such as a dual layer hair system using the maya dynamic curves and a bake mesh pipeline using the cache

possibilities of the jiggle deformer.

(Apr 2005) Character Modeler and Rigger, Mel Scriptor

Lead Character Modeler/Rigger for all characters in "Camping with the Stars" full dome trailer.

Development of an automated rigging system and various script tools to support the production.

2 recommendations available upon request

Intern - Generalist at MediaView, Lda

March 2003 - November 2004 (1 year 9 months)

All rounder 3D Artist and Web Designer

Volunteer intern - 3D Artist and Lingo Programmer at Perve Galeria, MediaLab

April 2003 - July 2003 (4 months)

Modeled environments based on Paintings of the artist Nadir Afonso to use in an interactive CD-ROM using Macromedia Shockwave.

Education

ETIC - Escola Tecnica de Imagem e Comunicacao

2003 - 2004

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5 people have recommended Marco

"I worked with Marco on Medusa for Clash of the Titans. He is a very nice guy and I found him amazingly hardworking and very reliable. He responds well to both technical and artistic feedback and I would like to work with him again!"

— **Laurie Brugger**, *Lead Rigger, Framestore*, managed Marco at Framestore CFC

"Marco Godinho is one of the most dedicated guys I've encounter in 4 years working in the animation and vfx industry. He is a superb TD and has outstanding problem solving skills. I recommend Marco to any company that wants to see their work done fast and with a higher level of quality. Ricardo Silva"

— **Ricardo Silva**, *animator/maya artist, Appia Filmes*, worked directly with Marco at Appia Filmes

"Marco is a very hard working and reliable guy who I would highly recommend. He is proactive and thorough in his work and performs well alone or in a team. I have mainly worked with Marco as a Rigger/TD but would really like to explore his modelling skills in future work. To summarise, Marco is very talented and has a great attitude."

— **Debbie Ross**, *producer, axis animation*, managed Marco indirectly at Axis Animation

"Marco is great, he comes up with quick and efficient solutions to problems that would take most riggers many weeks only to come up with a difficult solution that doesn't work. So, what can I say ? I wouldn't recommend him to anybody because that would only mean I'd enhance the chances that he'd leave our team."

— **Wiek Luijken**, *director, Axis Animation*, managed Marco indirectly at Axis Animation

"Marco is very focused and a professional worker, what gives him great results on his tasks. He has also great patience and teaching skills, along with a huge know how, what makes him a great teacher, and for that I'm thankful. Marco is always a great asset to a team. Regards"

— **Sandra Pinto**, *texture/lighting/compositing, LT-Studios*, worked directly with Marco at Appia Filmes

[Contact Marco on LinkedIn](#)