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BREAKDOWN SHEET

1. The Elder and Grandson Fishing Submersion Shot

All water simulation and cloth simulation was done by me in RealFlow. The Elder character was modeled by me in Maya using polygons. Details were added in Mudbox, textures in photoshop.

2. Drink Bottle Fluid Simulation

Drink bottle simulation was done by me in RealFlow and rendering done in Maya. Water surface simulation and cloth simulation were also done by me. All character rigs also done by me. Elder character hair was set up by me using Shave and a Haircut.

3. Elder Cloth Simulation

Cloth simulation for the Elder character was done by me using Maya nCloth. Character was also modeled, rigged and textured by me.

4. Fish Water Ripples

Water surface simulation was done by me in RealFlow using Realwave. Fish was modeled and rigged by me.

5. Waterfall Angle Shot.

All water simulation in this shot was done by me in RealFlow.

6. Waterfall Simulations

These are waterfall simulations done in RealFlow and brought into Maya. Simulation time was three days on an 8 core system with 24GB RAM.

7. Elder and Grandson Back Shot

All water simulation was done by me in RealFlow. Cloth simulation was done by me in Maya using nCloth. Fishing line simulation was done by me in Maya using dynamic NURBS curves driven by Maya hair. All character and prop rigging was done by me.

8. Cloth Simulation Examples

These are sample cloth simulations I did for the award-winning short film "The Raccoon and Crawfish." Simulations were done in Maya using nCloth.

9. Elder and Grandson Night Shot

This is a shot from "The Raccoon and Crawfish." All cloth simulation was done by me.

Elder Character was modeled, textured and rigged by me. Elder hair was set up by me using Maya hair/fur. Boy Character was rigged by me.

10. Automated Rigging System

This section shows my automated rigging system that I use as a base for all my character rigs. Written by me in MEL.

11. Sunset Shot

This shot from "The Raccoon and Crawfish" was created by me using Vue xStream in Maya.

12. Truck Animation

Truck animation was done by me in Maya. Truck rig was created by me in Maya. Sky backgrounds were created by me in Vue xStream.

13. Animation Toolkit and SplitJoints Script

This section showcases my space matching and movable pivot script for Maya as well as joint creation script. All coding done by me.

14. Water Simulations

These are a couple of simulations I did in RealFlow to test my water shader and caustics in Mental Ray.

15. Green Lantern Model

This character was modeled by me in Maya using polygons.