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Ryan Girard

Experience: **Just Cause Entertainment**
Motion Capture Supervisor / Motion Capture TD
September 2011-Current

Tasks:

- Supervise shoots on stage
- Operate the capture station and organize shotlists and notes
- Setup cameras and hardware for capture volumes
- Scripting and programming of tools for use on stage and for post data processes

Additionally, depending upon the project:

- Track, solve, and retarget data post shoot
- Developing procedures and tools for meeting specific client requirements
- Motion editing

Projects:

- Barbie in the Pink Shoes, Mattel (Animated DVD Movie)
- Monster Eye, International Games Systems Co., Ltd. (Arcade game)
- Resident Evil 6, Just Cause Productions/Capcom (Video game)
- Bellator: MMA Onslaught, Kung Fu Factory (Video game)
- Kinect Star Wars, Microsoft (Video game)
- Kickin' It "Kim of Kong", Disney XD (TV show)
- Harley Pasternak's Hollywood Workout, Majesco (Video game)
- Plus additional as-yet unreleased projects

House of Moves

Freelance Motion Editor

December 2010-February 2011

Tasks:

- Motion Editing for a THQ Wrestling title

Blur Studio

Motion Capture TD / Character Animator

November 2002-July 2010

Tasks:

- Run capture sessions (from marking actors to operating capture equipment)
- Setup cameras and hardware for capture volumes
- Scripting and programming of tools for use on stage and for post data processes
- Track, solve and retarget data
- Build props
- Motion Editing
- Character Animation

Additional Notes:

- Spent roughly 4 years being the sole person providing all the motion capture used at Blur
- Worked on tools and workflow to create a virtual camera pipeline at Blur

Projects:

Motion Capture

Feature Film

- The Legend of Zorro (2005)
 - Capture, Track, Solve, Retarget data for pickup fight scene
- Rocky Balboa (2006)
 - Capture, Track, Solve, Retarget data for “Computer Simulation”
- Scott Pilgrim vs the World (2010)
 - Capture, Track, Solve, Retarget data for video game screen animation
- Zodiac (2007)
 - Capture, Track, Solve, Retarget data for murder scene previsualization

Television

- Capture, Track, Solve, Retarget data for 13 commercials/spots including
 - Dante's Inferno
 - Dragon Age
 - Mass Effect 2

Video Game Cinematics/Trailers

- Capture, Track, Solve, Retarget data for 55+ projects including
 - Aeon Flux
 - Batman Arkham Asylum 2
 - Bioshock, Bioshock 2, Bioshock Infinite
 - Fable 2, Fable 3
 - Halo Wars
 - Hellgate London
 - Marvel Ultimate Alliance
 - Star Wars : The Old Republic
 - The Force Unleashed II
 - X-men Origins : Wolverine

Character Animation

- Aeon Flux (Video Game Trailer, Keyframe and Mocap)
- Halo Wars (Video Game Trailer and Cinematics, Mocap)
- Jericho (Video Game Cinematic, Mocap)
- Mickey's Twice Upon a Christmas (Disney DVD, Facial Keyframe)
- Time Riders (Theme Park Ride, Keyframe)
- Warhammer 40k Dawn of War (Video Game Cinematic, Mocap)

Specialties:

Software:

- Vicon Blade, Vicon iQ, HOM Diva
- MotionBuilder
- Character Studio

Hardware

- Vicon Motion Capture Systems and their Cameras

Scripting/Programming

- HSL (for Blade/Diva)
- Python
- Qt (with C++)

Education

Gnomon School of Visual Effects

- Certificate Program, 2000-2002

University of Florida

- BSBA, Computer Information Science, 1996-2000