

# Christopher Hale

Animator

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## SHOT BREAKDOWN

### RESPONSIBILITIES

My responsibilities during the development of Mass Effect included mentoring all new hires of the animation department, and I continually educated the animation team on new techniques and procedures.

In addition I worked with the Art department to ensure all models would work well when rigged for animation. I consulted with the Design department to ensure that the creatures would work well within the story and be balanced and fun to fight. I also kept communications with the Programming department open so systems would be built with the above guidelines in mind. Lastly I also made sure to keep the Sound department in the know on all changes that occurred so their toes didn't get stepped on too often.

While all this was going on I rigged and skinned all the creatures in the game, animated a good majority of them, and then scheduled further work to two additional animators I was working with.

### ANIMATION REEL

I rigged, skinned and animated all the content in this reel. The majority of the modeling and texturing work was done by Francis Lacuna and Sean Smailes.

### RIGGING REEL

Rigs were created using Puppetshop, a plugin for 3DS Max, written by Kees Rijnen. Rigs and animation were done by myself unless stated otherwise.

### STUDENT FILMS

These films were created by me back in 2000 and 2001 while attending VFS's combined animation programs.