

Tools Reel

All content was created by Stuart Dobbs and Eugene Hansen as a pair-programming team

Animation Scene Manager

- Designed the tool
- Led the co-authoring of the tool in Python and wxPython

Character Rig

- Built the skeleton and deformations
- Designed and created the character rig
- Led the co-creation of the procedural rigging and publishing tools using Python and MEL

Animation Tools

- Designed the tools and workflows
- Led the co-authoring of all the animation tools in Python and MEL

MotionBuilder Tools

- Co-authored tools in Python using the MotionBuilder SDK

Batch Application

- Jointly designed, developed and wrote the application in Python and wxPython