

# Vaishak Purushothaman

Rigging/Pipeline Technical Director

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## Summary

Computer graphics tool programmer and Character Rigging enthusiast with 10 years of experience in feature animation and VFX production pipeline.

## Employment

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### **Lead Rigger - Skydance Animation (Madrid, Spain)**

January 2021 to present

Projects:

Spellbound (Upcoming Apple TV movie)

Role:

- Rigging characters/face
  - Contributing to rig tech developments
  - Debugging technical issues for the team
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### **Senior Rigging Pipeline TD – Boulder Media (Dublin, Ireland)**

November 2018 - November 2020

Projects:

- My Little Pony: A new generation (Netflix Movie)

Role:

Tool development for rigging workflow and pipeline integration.

Development highlights:

- Control picker - viewer and editor
  - An intuitive and user-friendly PySide based picker viewer and editor with features like referencing systems, attribute callbacks, scriptability, multiple shape controls, live testing controls, full undo support for all operations, live connection to Maya's scene hierarchy, etc

- Facial rig builder
  - A feature-rich GUI for facial rig builder to enable non-technical users to easily use the tool without having to worry about writing code for most things. Includes sub tools to export/import (versioned – helps to roll back to a different version for any object), control shapes, sculpts, guides, additional attribute values.
  - Includes an RBF thin plate-based retargeting system for easily adapting guides for new characters based on reference characters. Uses numba vectorized functions to speed up the process (3 secs approximately).
- Corrective manager
  - Artist friendly(can be used by modelers or anyone who are not aware of rigging workflows) sculpt manager primarily intended for Facial sculpts.
  - Designed in such a way that artists don't have to worry about how to mirror, clear, invert, duplicate shapes. Everything is visually represented with a tree structure with simplified names, all shapes are assigned to control positions that can easily be set and reverted while sculpting.
  - Can be used as an independent tool for other sculpts. However, it can reap more benefits with facial sculpts since it is tightly integrated to the facial builder mentioned above
- Variant manager
  - A tree hierarchy-based asset variant handling system to support variant model geometries, rig geometries, control poses, rig components.
  - The tree can be rearranged or stacked to have intuitive inheritance properties thus defining the parent-child relationship
- Other tools and pipeline integration
  - Automatic publisher for multiple variants(includes face merger)
  - Calisthenic scene builders(integrates to shotgun)
  - Camera noise tools for layout artists with a custom plugin for seeded controllable noise.
  - And many more!

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## Senior Rigging Artist – MPC Film (Bangalore, India)

February 2018 to October 2018

### Projects:

Ad Astra, Maleficent: Mistress of Evil, The Predator(2018), Voyage of Doctor Dolittle, Noelle

Role:

- Rigged all types of asset including digital doubles, FACS face setups, mechanical rigs
  - Added features to existing tools to simplify workflow.
  - Mentored juniors and mid artists. Mostly MEL scripting
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### **Rigging /Pipeline TD – Silver Ant (Kuala Lumpur, Malaysia)**

May 2016 to January 2018

Projects:

Commercials, pachinko games, undisclosed feature film

Role:

Rigged bipeds, birds, joint based face rigs, etc.

Tool development for Rigging.

- GUI's for existing modular rigging tool
- PySide based picker viewer/editor.

Plug-in development for Maya using C++ / Python API

- Mesh constraints, locators, etc

Software development for building new pipeline and workflow

- Standalone tools like app launcher, shotgun media downloaders, etc
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### **Rigging TD – Sparky Animation (Kuala Lumpur, Malaysia)**

Jun 2015 to Apr 2016

Projects:

Bill & Tony, Henry Huggle Monster, Dinosaur Train, Doc McStuffins

Role:

Rigging all types of assets (bipeds, quadrupeds, vehicles, creatures, etc)  
Rigging Tool development

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## **Rigging Artist – Toonz Animation India (Kerala, India)**

Dec 2011 to Apr 2015

### Projects:

The hero of Color City, Miraculous - Tales of Ladybug & Cat Noir, Sherzade - The untold stories, Abominable Christmas, Sonic

### Role:

Rigging all types of assets(bipeds, quadrupeds, birds, props, creatures, vehicles, other mechanical rigs)

Rigging tool development:

- Modified existing biped builder to add advanced spine and limbs
- Made a tool to handle corrective shape inversion, and driving those.
- And many other small tools to streamline rigging workflow

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## **Skill sets**

### **Software packages**

Maya, 3dsMax, Zbrush, Adobe Software packages, Blender

### **Experience with Programming and related tools**

Python, C++, MEL, Pyside/Qt, Numba, Git, Maya API (Python and C++), Shotgun API, MySQL, Sqlite, Mongo DB, Parallel processing, JIRA, Confluence

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## **Education**

### **Advanced Diploma in Digital Arts and Animation - Toonz Academy (Trivandrum, India)**

2010 - 2011