

Michael Abahazy
demo reel shot breakdown

Star Wars: The Force Unleashed (LucasArts)

Character TD — All character related technical issues both in game and cinematic

Troll (Personal Project)

Transferred mocap to troll skeleton, setup cloth simulation, setup jiggle deformer, modeled and created pose space deformers

Character Build System and Maintenance Tool (Personal Project)

Toolset to build characters and quickly and easily maintain a large volume of characters by myself

Procedural Rigging Tools (Personal Project)

Flexible scripts to rig a skeleton in a single click

Muscle System (Personal Project)

Setup a muscle system using an existing toolset.

Scourge of the Vampire (Personal Team Project)

Handle all the technical needs of the project as well as oversaw the entire production from start to finish