

## Ryan Ruiz - CFX - Reel Breakdown



**[00:00 - 00:21]** *His Dark Materials, Lady and The Tramp* - Creature FX Technical Director at Framestore

Responsible for muscle, fat, skinslide, face sim, fur, and armor cloth sims for creatures across multiple sequences. On close-up shots (00:11 and 00:18), I painted different areas of the face sim to allow more jiggle on cheeks and throat. Non-dynamic character finaling was used to paint deformer using a proximity map to mimic footsteps, paws pressing on the glass (00:13), or for interaction between two creatures (00:20).



**[00:22 - 00:33]** *X-Men: Dark Phoenix* - CFX Key Artist at MPC

Developed hair sim setup for Jean Grey and Vuk. Art directed the sim setup of Jean Grey to have a balance of magical and realistic hair behavior. Some shots would transition from normal hair to the stylized version depending on the mood or tension in the shot. I created an alternative hair sim setup for Vuk's digi double (00:31) for shots where she was being shot at. Triggering hair constraints and animated bullet colliders pushed the hair for interaction.



**[00:34 - 00:48]** *The Nutcracker and the Four Realms* - CFX Key Artist at MPC

Responsible for creating the digi double cloth sim setup for 2 Polichinelles (clowns). Simulated in shot and mixed in non-dynamic deformer for cleanup to assist the extreme motion and overlapping poses for bells and pants.



**[00:49 - 00:52]** *Ghost in the Shell* - CFX Key Artist at MPC

Responsible for corrective sculpting on digi double suits of Major. Additionally, key framed sculpted muscle blendshapes. Responsible for post-sim cleanup on Kuze after running a face skin simulation.



**[00:53 - 00:56]** *The Mummy* - CFX Key Artist at MPC

Responsible for creating a custom cloth/hair sim setup with interaction of the ambulance. Added wind fields to the simulation to mimic the feeling of a moving vehicle.



**[00:57 - 01:03]** *Wonder Woman* - CFX Key Artist at MPC

Responsible for simulating the skirt of wonder woman. Created tech anim fixes on the driver mesh wrapped to the body to aid in the simulation with input attract.



**[01:04 - 01:07]** *Jumanji: Welcome to the Jungle* - CFX Key Artist at MPC

Responsible for creating a base sim setup for an individual vine and propagated the setup onto multiple vines from the environment model using proprietary software. Utilized one wind field to interact with the simulation in world space.



**[01:07 - END]** *Marvelous Designer Study* – Personal Project

Responsible for tailoring puffer jacket, sweatpants with elastic waist band, and beanie in Marvelous Designer 11. Additionally, simulated garments using MD11 simulation solver and rendered in Houdini using Mantra render engine.