

Dorn Roberts | cg rigger/ animator

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Reel Breakdown

Cartoon Network Movie Bumpers



I rigged and animated Finn and Jake for this Cartoon Network movie bumper based on the Adventure Time series.

All rigging and animation was done in Maya.

Puffs Tissues



I rigged the main character, Dakota as well as rigging the faces for all characters. The rigs included a joint based

facial set up in addition to blend shapes. This gave the animators an extra layer of control. I also rigged props such as the toy dragon, tissue boxes and individual tissues. All rigging was done in Maya.

ArcBest



I rigged and animated the truck towing the cloud and the giant house of cards riding on a container ship in a storm.

Portlandia – Ants



I animated the ants in this episode of Portlandia. My walk cycle animation was used in the crowd simulations

of ant infestations and marching ants. I animated any individual ants seen close up. Shots had to be carefully tracked to line up with live action. All animation was done in 3ds Max.

Honda Trucks



This commercial earned an Award of Excellence for Motion Design & Animation at the 2017 Rosey Awards.

I animated the entire soccer scene as well as other characters performing a variety of activities. I also rigged the bikes and automated their animation. We utilized motion capture data to animate the variety of people in the different environments. The animation was stepped to look like time-lapse photography. All work was performed in 3ds Max.