

# Character rigging: Fritz & Wally

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Year  
2002

Location

Cologne, Germany

Job type

Employee at plan\_b media ag, teamwork

Position  
Digital artist, generalist

Task  
character rigging, lighting, shading, pipeline

Software

Maya

Complete character rigging for the 3d characters Fritz and Wally in Maya, that gave the animator a lot of freedom and possibilities to do toon style animations.

Video:

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