

# Bret Bays

Character Rigging and Simulation

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## EXPERIENCE

### Walt Disney Animation Studios

Burbank, CA—Character TD

March 2012 - PRESENT

#### **Moana 2**— *Technical Animation Supervisor*

March 2024- October 2024

Responsible for supervising the technical animation team of 60 artists across two studio locations, guiding the look and motion/performance of all character clothing and hair.

#### **Zootopia 2**— *Asset Conversions*

November 2023- March 2024

Responsible for creating a reusable method for converting old assets from a previous IP and bringing them up to standards for our current mixed DCC pipeline, including supporting layout department with fast, efficient layout rigs that were an upgrade over the original film.

#### **Wish**— *Technical Animation Supervisor*

March 2022-2023

Responsible for supervising the technical animation team of about 40 artists, guiding the look and motion/performance of all character clothing and hair including Magnifico's disheveled hair in act 3. In addition to supervision, I also found various ways to speed up individual artist workflows by optimizing crucial parts of the tech anim process.

#### **Zootopia+** — *Character Rigger/Technical Animator*

August 2021 -March 2022

Oversaw the conversion of Zootopia rig assets for use with USD for crowds. Transitioned into a technical animation role and was responsible for clothing and hair on 90 shots.

#### **Encanto** — *Character Crowds Lead/Character Rigger/Technical Animator*

March 2020 - August 2021

Began as a character rigger on Encanto. Responsible for rigging the copybara, Julieta, 1/3rd of all crowd characters, and more. Was promoted to the position of Character Crowds lead, overseeing the maintenance and delivery of all crowd-related data from all asset departments as we transitioned to USD. Finally, transitioned to technical animation and was responsible for clothing and hair on some or all characters in over 80

## SKILLS

Character Rigging  
Character Simulation  
Python Coding  
Collaboration

## SOFTWARE

Maya  
Cinema 4D

shots.

## **Frozen 2 — Technical Animator**

2019

Responsible for clothing and hair simulation on over 80 shots. In addition to shot work, I also developed ways for tech anim artists to import and export their work to allow for sharing across artists and shots.

## **Ralph Breaks the Internet — Character Rigger/Technical Animator**

2017-2018

As a rigger I was responsible for rigging various characters and props. As a technical animator I was responsible for clothing and hair simulation on over 150 shots.

## **Moana — Technical Animator**

2016

Responsible for clothing and hair simulation on over 120 shots. Developed a new rig type to allow tech anim artists to adjust the poses of a character without the need of loading a full anim rig.

## **Zootopia — Character Rigger/Technical Animator**

2014-2015

As a rigger I was responsible for rigging various characters and props. As a technical animator I was responsible for clothing and hair simulation on over 100 shots. Created tools for tech anim artists that allows them to leverage proprietary deformers in new ways.

## **Frozen — Technical Animator**

2013

Responsible for clothing and hair simulation on over 100 shots, and also for updating core tech anim toolsets and streamlining their workflow.

## **Get a Horse — Character Rigger**

Late 2012

Responsible for rigging 6 characters including Clarabelle.

## **B3 Designs LLC**

Moorpark, CA— Freelance Character Rigging and Animation

2014 - PRESENT

Freelance Character Rigging and Animation services for a wide variety of clients including Nickelodeon, BBC, Laundry, We Are Royale, Maxon, Run Kick Shout!, Once Were Farmers, Nebula Studios, and many others. Projects included commercials, short films, music videos, print campaigns, book illustrations and more.

## EDUCATION

### **Animation Mentor** — *Certificate of Animation*

2009-2010

### **California Lutheran University** — *Bachelors of Art in Multimedia and Art*

2004-2008