

# Jim Su

Character / Creature Supervisor

jsu@beach-studios.com

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## Summary

Portfolio and online demo reel:

(NEW) Demoreel 2016

<https://vimeo.com/156936732/jimsuDemoreel2016>

Specialties: Expert in Facial blendshapes (Visemes and FACS), Facial rigging and methodology. Maya cMuscle system, nCloth.

Please visit my site [www.beach-studios.com](http://www.beach-studios.com) for examples.

Software - Maya, Houdini, 3ds Max, Faceware, Photoshop, Illustrator, After Effects

Scripting - Python, MEL, Hscript, HTML,

Traditional Illustration - Pencils, Inks, Colouring

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## Experience

### **Character / Creature Supervisor at Zoic Studios**

May 2016 - Present (8 months)

### **CEO at Beach Creative Studios Inc.**

March 2005 - Present (11 years 10 months)

I run a Creative Services Studio that caters to high end clients including: Mattel, Hasbro, Image Metrics, and Spin Master.

My studio also publishes comic books, artbooks, licensed products.

Package and Product illustrations for Mattel (Wheels Division: Matchbox and Tyco)

Product illustrations for Hasbro (Milton Bradley: Indiana Jones, Transformers 2, Marvel Superhero Squad)

Package illustrations for Spin Master (Bakugan, Sto and Go)

CG modelling for Image Metrics (Foodfight!)

Publisher of Crozonia comic book.

Publisher of the Art of ReBoot.

Publisher of the upcoming Storm Hawks comic book!

### **Senior Creature TD at Double Negative**

April 2015 - May 2016 (1 year 2 months)

Senior Rigger - Star Trek: Beyond, Through The Looking Glass, Miss Peregrine's Home for Peculiar Children

- Developing vfx facial rig.
- Implement Faceware (Facial motion capture) into workflow.
- Rig Tall ship with procedural movements.
- Redesigned Cloth Rig for Tall ship.

### **Rigging Supervisor at Scanline VFX**

August 2012 - April 2015 (2 years 9 months)

In charge of making sure hundreds of assets are promptly rigged and export ready in the Maya to Max pipeline.

- Rigged a horse with full muscle system.
- Wrote an FK/IK mocap retargeter for the horse.
- Wrote modular components for biped rig including: Foot Viewport controls, Metacarpal controls, FK/IK Fingers, Eye and Eyelid rig, Jaw rig, Matchmove controls, Joint labeler.
- Wrote animation support tools including: FK/IK Matcher, FX null animation connector, motion trails.

300: Rise of an Empire - Rigging Supervisor

Pompeii

Wolf of Wallstreet

Captain America 2

Divergent

In The Heart of the Sea - Rigging Supervisor

Game of Thrones Season 4

Godzilla

Skull Island Comicon Teaser

Pan - Rigging Supervisor

San Andreas

### **Rigging Supervisor at Mr. X Inc.**

November 2006 - July 2012 (5 years 9 months)

Rigging and support for animation, lighting, and FX department. Troubleshoot animation export issues.

Develop and maintain Houdini stereo cameras. Character finaling shot work. Manage a team of riggers.

Oversee asset management. Bid on rigging tasks.

- Resident Evil Extinction.
- The Seeker: The Dark is Rising
- Lust, Caution
- The Rocker

- Death Race
- Max Payne
- Repo Mambo
- Whiteout
- Scott Pilgrim
- Hot Tub Time Machine
- Resident Evil Afterlife
- Tron Legacy
- Three Musketeers
- The Thing
- Resident Evil : Retribution
- Mama
- Silent Hill Revelations

**Package Artist at Spin Master**

February 2009 - January 2011 (2 years)

Provided artwork for Bakugan New Vestroia toys - 2008 Toy of the Year, 2008 License of the Year.

**Artist Match Box at Mattel**

2005 - 2008 (3 years)

Package illustrations for Battle Kings

**Facial Blendshape Artist at Image Metrics**

November 2006 - December 2006 (2 months)

Building Facial Blendshapes for a Hillary Duff Feature Film - Freelance work

**Character Modeler / Rigger at C.O.R.E. Digital Pictures**

July 2006 - November 2006 (5 months)

Television project.

RND Facial rigging/Blendshape.

**Character Rigger, Character Generalist at C.O.R.E. Digital Pictures**

December 2005 - April 2006 (5 months)

Firehouse Dog - Rigging, Facial Set-Up, Modeling and Texture support, even Animation and Tracking.

Worked with TD to help design pipeline for Firehouse Dog.

Silent Hill - Rigging and support, Animation and Tracking.

**Character Modeler / Character Rigger / Character Finaller at C.O.R.E. Feature Animation**

August 2003 - October 2005 (2 years 3 months)

Character Modeler and Rigger on Disney Feature Film: The Wild.

## **Senior Character Modeler at Mainframe Entertainment**

1999 - 2003 (4 years)

Model, Rig, Texture and Facial Setup for characters on productions such as Spider-Man: The Animated Series, Popeye: Quest for Pappy, 2003 MTV Movie Awards, ReBoot Season 4, Action Man Season 1&2, Casper Haunted Christmas, Transformers Beast Machines.

Also involved in R&D for Dot's Bots, Scary Godmother, Gatecrashers, ReBoot, Surf & Turf.

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## Volunteer Experience

### **Illustrator at Excalibur Publications Inc.**

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## Projects

### **Pompeii**

July 2013 to January 2014

Members:Jim Su

### **Wolf of Wallstreet**

July 2013 to November 2013

Members:Jim Su

### **Divergent**

Members:Jim Su

### **Captain America : The Winter Soldier**

July 2013 to January 2014

Members:Jim Su

### **300: Rise of an Empire**

August 2012 to July 2013

Members:Jim Su

### **Game Of Thrones**

January 2014 to Present

Members:Jim Su, Christian Deiß, Frederick Fowles, Laszlo Sebo, Nicolas Koubi, Devan Mussato

The fourth season of the epic fantasy television series Game of Thrones is scheduled to premiere on April 6, 2014, on HBO. It is based roughly on the second half of A Storm of Swords, the third of the A Song of Ice and Fire novels by George R. R. Martin, of which the series is an adaptation.

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## Skills & Expertise

### **Character Animation**

### **Rigging**

### **Animation**

### **Computer Graphics**

### **Feature Films**

**MEL**  
**Modeling**  
**Illustration**  
**Maya**  
**Houdini**  
**Comic Art**  
**Python**  
**cMuscle**  
**HumanIK**  
**nCloth**  
**Visual Effects**  
**Film**  
**Facial Rigging**  
**Compositing**  
**Texturing**  
**After Effects**  
**Computer Animation**  
**3D**  
**Photoshop**  
**Art**  
**Scripting**  
**3D Modeling**  
**Storyboarding**  
**Illustrator**  
**Drawing**  
**Character Rigging**  
**Television**  
**Post Production**  
**Motion Graphics**  
**UV Mapping**  
**Mudbox**  
**Digital Painting**  
**Facial Animation**  
**Concept Design**  
**Digital Sculpting**  
**Characters**

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## Publications

### **Crozon**

Beach Creative Studios, Inc. April 12, 2009

Authors: Jim Su, Peter Kostka

Crozon, an underwater civilization is under attack by Atlantis! A four issue miniseries drawn by Jim Su.

Issue #4 is currently in production.

### **The Art of ReBoot**

Beach Creative Studios, Inc. February 13, 2007

Authors: Jim Su, Gavin Blair, Dan DiDio, Dave Roberts

A collection of concept art from the ground breaking animation series. With artwork from Jim Su and other leading professional illustrators.

### **Storm Hawks**

Beach Creative Studios, Inc. May 8, 2009

Authors: Jim Su, Peter Kostka, Jason Park, Jaime Antonio

A special edition comic book of the hit Nerd Corps animated series. With artwork from Jim Su and other top illustrators in the comic book industry.

### **League of Super Evil**

Beach Creative Studios, Inc. 2011

Authors: Jim Su, Peter Kostka

Following on the success of the Storm Hawks comic book comes the adaptation of another Nerd Corps animation hit! With artwork from Jim Su.

### **ReBoot: Forever**

Beach Creative Studios Inc August 2011

Authors: Jim Su, Gavin Blair

This is a continuation of The Art of ReBoot with a new cover by Brendan McCarthy

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## Education

### **Sheridan College**

Certificate, Computer Animation, 1999 - 2000

### **York University**

BFA, Visual Arts Studio, 1996 - 1999

Activities and Societies: Illustration editor for York University Student Newspaper Excalibur Publications (1998-1999).

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## Interests

Illustration, Publishing

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## Languages

**English**

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## 5 people have recommended Jim

"Jim is one of the best riggers I've ever worked with. He can quickly find the most painless solutions to very tricky problems. As the Rigging Supervisor on Pan he single handily rigged multiple massive flying ships, with animation controls on every little rope, sail, beam and cannon, all split into multiple assets and levels of detail. He developed Scanline's facial rig and countless hero and digi-double rigs. He was always fun to be around as well as a source of information and inspiration. He has my highest recommendation. "

— **Alon Zaslavsky**, *Rigging TD, ScanlineVFX*, reported to Jim at Scanline VFX

"I've worked closely with Jim on several projects at Scanline VFX, each one of them presenting a unique set of challenges for the Rigging and Animation teams to overcome together. Jim has shown time and time again that he is a solutions guy, someone who never leaves the animation team hanging - and somebody who is able to think outside of the box when it's needed."

— **Eric Petey**, worked with Jim at Scanline VFX

"Jim Su is the real deal. He works at level that demands excellence from those around him. I consider myself lucky to have had him as a mentor and learned from his technical skill, work ethic, and dedication to his craft. Jim is multifaceted but unapologetic and unwavering in these goals, and when you hear his signature "Oh hells no!", you know that you'll be taken to task and make sure your work is pristine. He's a talented artist and is always great for a chat or out as lunch companion. Jim knows where all the cheap, good food is in the city. Can't recommend Jim Su enough and looking forward to working with him again!"

— **Jonathan McCallum**, reported to Jim at Mr. X Inc.

"Jim was critical in designing and implementing our Maya to Houdini pipeline. Starting from scratch, he used his super eye for the details and tenacity in executing, to help build a simple to use, and robust workflow. Any organization would be lucky to have Jim Su on their team."

— **Daniel Mizuguchi**, managed Jim at Mr. X Inc.

"On all the projects I worked on with Jim, he always excelled as a talented artist, whether drawing or modeling; and was creative and effective as a rigging TD."

— **Rak Tafarodi**, managed Jim at Mainframe Entertainment

[Contact Jim on LinkedIn](#)