

Reel Breakdown

Realtime Streaming Plugin for MotionBuilder (2016)



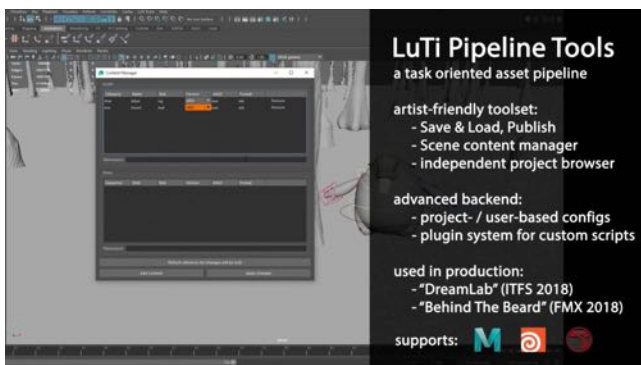
This was my Bachelor thesis and developed as part as my internship at Metricminds GmbH & Co. KG in Frankfurt Am Main. I was responsible for everything, from the concept and planing to the actual implementation.

The development time was about one month, excluding various prototypes. On top of that I spent the additional two months writing my thesis.

Project timeframe: 3 months

Code: C++ (MotionBuilder Plugin), Python (Data Server), Swift (VCS App)

LuTi Pipeline Tools (2016)



This pipeline concept / set of tools was co-developed with my Filmakademie TD student Lukas Gotkowski. We developed the pipeline framework and the tools based on the need of the AniTrailer / AniPlay student productions at Filmakademie (November 2016 - February 2017).

The tools were prototyped in less than three weeks during pre-production and maintained through the course of the production. We are currently working on a new pipeline concept

based on the things we learned. The current pipeline was used in two of the four projects:

„Behind The Beard“ / FMX Trailer 2018 / Pipeline TD: Tim Lehr

„DreamLab“ / ITFS Trailer 2018 / Pipeline TD: Lukas Gotkowski

Although we also support Houdini and Nuke in a limited matter, my code contribution to the pipeline was strictly linked to the Maya tools, as well as the development of the backend. This included the Maya content manager, the plugin system for custom user scripts, advanced debug logging and the addition of config files to the pipeline. Furthermore I contributed in a smaller manner to almost every other Maya script included in the pipeline. I also took the role of lead developer and did code reviews, refactoring and general maintenance of our codebase.

Project timeframe: 4 weeks

Code: Python (Pymel, PySide)