

Christy Swing

Latest/current work samples located at:

<http://alexmooredesign.com/swing/>

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2008-2011

SCEA, San Diego, MotionBuilder Artist

- **MLB "The Show" 2010, 2011** for PS3 Cinematic and in-game action
Looping, retargeting, editing, keyframe hands 2011
- **NBA 09 and High Velocity Bowling** for PS3 Cinematic and in-game action
Motionbuilder artist on body.
Keyframe on face and hands.

2005-2008

Rockstar, San Diego, MotionBuilder Artist

- **Midnight Club, Pong** in-game and cinematics
Blending, looping, editing, time alignment, integration and clean-up

2005

Pendulum Studios, San Diego, MotionBuilder Artist

- **Midway's 2005 LA Rush** cinematic
Integrate, looping, clean and edit mocap data

Zoic Studios, Culver City, Texture Artist

Crack Creative Studios, Culver City, MotionBuilder Artist

2003-2004

Sony Imageworks, Culver City, MotionBuilder Artist.

- **Polar Express** an entirely live-action, full length movie using performance capture technology.
Member of Imageworks MOCAP Integration department,
At the time, one of the most elaborate team-based 3D production projects in the history of the industry.

2002-2003

Motionworks Studio, Venice, Mocap/Motionbuilder Artist

Set-up, positioning of Motion Analysis cameras for volume.
Calibration of space,
Capturing and solving of motion,
Placement of actor markers and wiring.

Integration from capture actor to character mesh.