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December 18, 2018

Hi Everyone. My name is Michael Golchuk, and this is my BIO.



### 3D Rigging - includes Character Design, Animation, Production

*What kind of a "Rigger" am I?*

After much consideration I have chosen to be a 3D Rigger, which includes Character Design, Systems Rigging, Soft Modelling, Cloth, Hair, Animation, and Production. Being multi-talented, I do see the need to focus on one thing and do it well.

My goal is to produce 3D Character Production Rigs that don't break or crash when animated. That's the quest. So far, I am winning.

Graduate 2018 - Animation for Game, Film, and Visual Effects.

### Background

#### Computer Programming

Way back in 1988, I was an Authorized Commodore Amiga Software Developer for the Amiga computer. I learned how to create 8 bit games, write code in C and Assembly language, accessing the various hardware ROM routines to make sprites move about the screen, using a joystick, and accessing collision registers to make arcade games. That morphed into Web Design, HTML, E-Commerce, MySQL, and PHP applications. Today, coding helps me in Rigging, keeping all my systems in order throughout the Rig. Maya is also script based, so MEL and PYTHON are relatively easy to learn.

#### Computer Repair and Servicing

I have been self employed, using my computers for business, for most of my life. I

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became a A+ certified Computer Repair and Service Technician in 2004. I have been servicing, upgrading, and repairing my computers since that time. Today I repair Alienware Laptops, as these are the computers I use for Maya here in shop. Having a good knowledge of computers also tells me when my rigs are conflicting, causing lag or drag when moved. I enjoy problem solving.

### Video Production

I have 30 years experience producing short story videos. During that time I had a range of corporate clients, and a tourism website which I created called niagaraattractions.ca. Video production kept me busy. I learned how to tell a short story. Today, I still own my own production studio; HD camera, accessories, and Sound Studio. Production is now focused on 3D films and short stories.

### Web Designer

I have been a web designer since 1998, hosting the websites I built for my customers over the years. A major accomplishment for me was the creation of Niagara Attractions.ca which ran from 1998 to 2008. We streamed 40 online videos of the attractions of Niagara Falls, had 1.2 million unique users per year, and sold online tickets for the Parks Commission and Safari Niagara. I built the e-commerce site which processed the tickets. I used OS Commerce, MySQL, and PHP back in that time. Most people were on dial up, as high speed internet came into place.

### Music Composition, and Multi-Track Recording

Another one of my passions is Music. I write songs, play guitar - lead and rhythm, bass, keyboard, and drums. I enjoy performing my music, and putting it to 3D production. I have a full recording studio with all the mentioned instruments. I have 9 years of music lessons at a very early age to help me out.