Christopher McCabe

Experience

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DreamWorks Animation
CHARACTER RIGGER   2022 - Present

- 3D Character rigging and skinning for primary and secondary class characters and associated wardrobe and props.
- Maintain relationship with animators to meet asset standards and identify and solve issues.
- Trained new employees in CurGen and NextGen pipelines.
- Maintained training documentation.
- Worked with pipeline API to automate tasks.

Company 3 - Encore VFX
RIGGING SUPERVISOR   2020 - 2022

- Supervise the daily operations of a seven person rigging department.
- Manage the interdepartmental workflow of rigging for multiple television shows.
- Communicate task statuses to animation, production, and management.
- Work with production to meet project deadlines and expectations.
- Prioritize feature requests for the animation team.
- Implement modular rigging system in place of linear workflow for character rigs.
- Develop modular rig components using Python.
- Administer and maintain F.A.C.S. facial rigging system.
- Advance the facial motion capture workflow for all character rigs.
- Record and process full body and facial motion capture for animation library.
- Apply Git version control standards and practices for software tool development.
- Build software tools to assist in daily departmental tasks.
- Diagnosis and resolve issue reported by animation at rig and shot level.

Education

Vancouver Film School
3D Anim and Visual Effects
2007 / 2008

DNEG
RIGGING TD   2019 - 2020

- Set up and maintained complex creature rigs.
- Developed and enhanced rig modules within the Pinocchio rigging system.
- Wrote function libraries to automate common rigging tasks.
- Collaborated with the Animation department to implement specific rig requests.
- Collaborated with the CFX department to support Ziva work flow.
- Provided support to secondary rigging department in Mumbai.
- Tested pipeline and provided recommendations for ongoing improvements.
- Attended production meetings to evaluate and prioritize development milestones.

Blur Studio
RIGGING / CFX ARTIST   2017 - 2019

- Collaborated with modeling and animation departments to articulate realistic characters.
- Produced rig functions and requirements based on animators' requests.
- Designed and created character effects such as cloth and fur simulations.
- Provided support to character rigs throughout production.
- Created User Interfaces and tools to assist the CFX and Rigging departments.
- Developed long-term strategies to automate character production.
- Worked with Leads and Production staff to prioritize tasks.

Reel FX
CFX ARTIST   2016 - 2017

- Worked with Leads to create and execute the Director's vision of fur and cloth on all productions.
- Run realistic and stylized cloth simulations in a production environment.
- Developed complex garments for use in shot work.
- Performed corrective shapes and sculpting fixes for cloth simulation in shot.
- Developed and create new tools for the pipeline and fellow artist.
- Rendered cloth and hair elements.