Christopher McCabe

ABOUT ME

With over 10 years of experience in the film and television industry, I am well-equipped to make significant contributions to any team.

Throughout my career, I have developed my skills as a Rigging Technical Director, advancing to the position of Rigging Supervisor, where I led a team of talented artists. In this capacity, I ensured that projects were delivered on time and met the highest quality standards. Additionally, I successfully implemented a new departmental pipeline that streamlined processes and markedly improved efficiency.

At DreamWorks Animation, I contributed to high-profile films such as *Kung Fu Panda 4* and *Trolls 3*, where I was responsible for designing complex and innovative rigs. My experience across both feature films and television has provided me with a comprehensive understanding of the technical and creative challenges inherent in rigging for various production types.

CONTACT

email
christopher.mccabe.77@gmail.com

LinkedIn
linkedin.com/in/christophermccabe

web
http://christopher-mccabe.com

phone
970 - 712 - 2442

EXPERIENCE

FRAMESTORE / RIGGING TD — Jan 2024 - July 2024
• Develop comprehensive, script-driven rigs tailored to meet animation requirements.
• Prototype, implement, and enhance puppet skeletons, cloth, and mechanical rigs.
• Achieve proficiency as both a user and contributor to an advanced rigging toolset.
• Develop intuitive tools to streamline animation workflows and enhance rig interaction.
• Diagnose and resolve rigging issues, actively gather artistic feedback, and meticulously adjust rig behavior to align with creative and technical standards.

DREAMWORKS ANIMATION / RIGGING TD — Apr 2022 - Dec 2023
• Rig and skin primary and secondary characters, along with their wardrobe and props.
• Collaborated with pipeline and software API to automate tasks.
• Provided training for new team members in CurGen and NextGen pipelines.
• Developed and maintained comprehensive training documentation to support onboarding processes.
• Foster strong collaboration with animators to meet asset standards, proactively identifying and resolving issues to ensure seamless animation production.

COMPANY 3 / RIGGING SUPERVISOR — Mar 2020 - Apr 2022
• Supervise the daily operations the rigging department, ensuring efficient workflow, effective communication, and high-quality output.
• Collaborate with production teams to meet project deadlines and expectations.
• Implement a modular rigging system to replace linear workflows for character rigs.
• Develop modular rig components using Python.
• Assess and prioritize feature requests from the animation team, aligning development efforts with production needs.
• Administer and maintain the F.A.C.S. facial rigging system.
• Capture and process full-body and facial motion data for the animation library.
• Develop software tools to streamline daily departmental tasks.
• Diagnosis and resolve issue reported by animation at rig and shot level.
• Implement Git version control standards and practices for software tool development.

DNEG / RIGGING TD — Sep 2019 - Mar 2020
• Developed and enhanced rig modules within the Pinocchio rigging system.
• Created python libraries to automate common rigging tasks.
• Conducted pipeline testing and provided recommendations for ongoing enhancements.
• Collaborated with the CFX department to support the Ziva workflow.
• Provided support to secondary rigging department in Mumbai.
• Participated in production meetings to assess and prioritize development milestones.

BLUR STUDIO / RIGGING TD — Jun 2017 - Aug 2019
• Collaborated with the modeling and animation departments to create realistic characters.
• Developed rig functions and specifications based on animators' requests.
• Offered ongoing support for character rigs throughout production.
• Collaborated with leads and production staff to prioritize tasks effectively.
• Designed and created character effects, including cloth and fur simulations, to enhance realism and detail in animated sequences.