

CHRISTOPHER McCABE

RIGGING TD · CHARACTER TD · CREATURE & FACIAL RIGGING · PIPELINE TOOLS

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PROFILE

Rigging TD with over a decade building character, creature, prop, and wardrobe rigs for feature animation, visual effects, and cinematics. Specializes in animator-friendly modular rig systems, facial rigging and deformation, and Python tool development that streamlines production workflows. Experienced supervising a rigging department and partnering closely with modeling, animation, CFX, and pipeline teams to deliver reliable, production-ready assets at feature scale.

SELECTED CREDITS

Shrek 5 · Kung Fu Panda 4 · Trolls Band Together

DreamWorks Animation · Rigging TD

EXPERIENCE

DreamWorks Animation — Rigging TD

APR 2022 – DEC 2023 · MAY 2025 – PRESENT

Glendale, CA · Feature Animation

- Rig and skin primary and secondary **characters**, wardrobe, and props for feature animation, delivering animator-friendly, production-ready assets.
- Automate rigging tasks through internal **APIs** with pipeline and software engineering across the CurGen and NextGen pipelines.
- Author rigging training documentation and onboard new artists onto proprietary pipelines and rig standards.
- Partner with animation to hold asset standards, diagnosing and resolving rig and **deformation** issues ahead of shot production.

Framestore — Rigging TD

JAN 2024 – JUL 2024

Los Angeles, CA · Visual Effects

- Developed script-driven modular **character rigs**, puppet skeletons, cloth, and mechanical rigs to animation specification.
- Contributed to an advanced in-house **rigging toolset** as both user and developer, building tools to streamline animation workflow and rig interaction.
- Diagnosed rig issues, gathered artistic feedback, and tuned deformation behavior to creative and technical standards.

Company 3 — Rigging Supervisor

MAR 2020 – APR 2022

Los Angeles, CA · Visual Effects

- Supervised daily operations of the **rigging department**, driving workflow, communication, and quality of output against production deadlines.
- Architected a **modular rigging system** in Python to replace linear character rig workflows, and built the modular rig components behind it.
- Administered the **F.A.C.S. facial rigging** system; captured and processed full-body and facial **motion capture** data for the animation library.
- Developed departmental tools and established **Git** version control standards; prioritized animation feature requests against production need.

DNEG — Rigging TD

SEP 2019 – MAR 2020

Los Angeles, CA · Visual Effects

- Developed and enhanced rig modules within the proprietary Pinocchio **rigging system**; built **Python** libraries automating common rigging tasks.
- Supported the Ziva VFX workflow with **CFX**, ran pipeline testing, and supported the secondary rigging department in Mumbai.

Blur Studio — Rigging TD

JUN 2017 – AUG 2019

Culver City, CA · Cinematics & Short-Form

- Built realistic **character rigs** with modeling and animation, developing rig functions and specifications to animator request.
- Designed **character effects** including cloth and fur simulation to add realism and detail to animated sequences.

TECHNICAL SKILLS

RIGGING

Character Rigging · Creature Rigging · Facial Rigging (F.A.C.S.) · Modular & Component Rig Systems · Simplex · Maya · Houdini · Deformation · Blendshapes · Auto-Rig Frameworks

SOFTWARE

Autodesk Maya · Ziva VFX · Zbrush · Marvelous Designer · Git

DEVELOPMENT

Python · MEL · Pipeline & Tool Development · Studio API Integration · Rig Automation · Version Control

PRODUCTION

Feature Animation · Visual Effects · Cinematics · Character FX (CFX) · Cloth & Fur Simulation · Motion Capture · Department Supervision