Adam Cobabe

00:09 - 00:21 **Birds**, Avatar (2009)

Created animation puppets and deformation rigs with muscle full system and some dynamic skin elements.

00:21 - 01:00 **Hexapodal Sturmbeast**, 2. Avatar (2009)

Created animation puppets, deformation rigs, and dynamic muscle and skin elements. Skin deformation shot fixes when needed. Helped redesign the model to be more anatomically "correct".

Various Props (Bow and Arrows), Avatar (2009)

Prop rigging for all Na'vi bow and arrows and various other tools and animated structures.

01:00 - 01:21 **Trolls (Bert and Tom)**, The Hobbit: An Unexpected Journey (2012)

Created animation and motion capture puppets and deformation rigs. Created full Tissue rigs (Tissue is Weta's dynamic muscle and skin system) complete with modeled (tetrahedralized) skeleton, muscles, fascia, and skin slab elements.

01:21 - 01:45 **Goblins**, The Hobbit: An Unexpected Journey (2012)

Part of the goblins rigging team. Hero level goblins had to merge seamlessly with live action actors. Provided various puppets, deformation rigs, skeleton and muscle models, muscle and skin dynamic elements for multiple goblins.

01:45 - 01:53 **Iron Man Suits**, Iron Man 3 (2013)

Rigged hero level Iron Man Suits for the final battle scene. Inherited the models from different studio which required lots of modeling to make them ready for rigging and animation.

01:53 - 02:00 **Quaritch Digital Double**, Avatar (2009)

Puppets and deformation rigs for a speaking character who's digital double gets very close to screen.

02:00 - 02:10 **Digital Doubles**, Abraham Lincoln: Vampire Hunter (2012)

Puppets and deformation rigs for digital doubles running across digital horses.

02:10 - 02:35 **Facial Rigging R&D Team**, Avatar (2009)

Help develop and extend the facial rigging/modeling pipeline used on the Na'vi. Improved on the FACS micro-expression set. All non-modeling related rigging tasks were also done for production rigs (especially ears, tongue, neck, etc)

02:35 - 02:42 **Gort**, The Day the Earth Stood Still (2008)

Puppets and rigs for Gort robot.

02:42 - 03:07 **Captain Haddock, Other Hero Characters and Vehicles**, The Adventures of Tintin (2011)

Created and maintained a full array of rigging assets for Captain Haddock through 5 years of production, redesigns, etc. Muscle deformations were cached into pose-space deformers to speed geometry baking. Various automobile rigs. Help develop and extend the facial rigging pipeline used on all Tintin characters. All non-modeling related rigging tasks were also done for production rigs. Experimented with approximating/simulating muscles for the face which was abandoned in favor of blend shape networks.

03:07 - 03:19 **Background Characters**, The Adventures of Tintin (2011)

Created puppets and rigs for most of the background extras in the film. Developed a puppet costume mixing system so that animators could toggle and visualize the costume of any extra. Puppet costuming system used on many successive shows. Helped develop the puppet build pipeline such that batch updates could be done procedurally on the render farm, especially helpful with hundreds of background characters.