

Adam Cobabe

00:06 - 00:48

Tadashi, Big Hero 6 (2014)

Created expressive and appealing feature animation human character, Tadashi. Body deformation and facial rigging realized with various deformers and polished with PSD shapes.

00:48 - 01:42

Super Baymax, Big Hero 6 (2014)

Created various animation puppets for the cartoony Iron Man like suit of Baymax the robot. Completed using a combination of both hard surface rigging techniques and soft deformations to give the animators squash and stretch like controls while mechanical pieces still behaved as expected.

01:42 - 02:13

Chief Boggo, Zootopia (2016)

Created hero animation puppet for the anthropomorphic water buffalo, Chief Boggo. Human like expression on animal anatomy provided fun rigging challenges.

02:13 - 02:39

Elephants, Zootopia (2016)

Animation puppets for the various elephant types (male, female, child variants) in the movie. Floppy ears and trunk rigging blended with simulation.

02:39 - 03:26

Duke Weaselton, Zootopia (2016)

Rigged this extremely flexible weasel character. Body was required to do some very stretched poses while still providing clean skin for growing fur. Big eyes created challenging facial rigging.

03:26 - 03:28

Technical Animation, Moana (2016)

Ran simulations and sculpted final deformations on various shots in the yet to be released Moana. This shot is my simulation work. **Simulated the humans hair and cloth in various shots as well but publicly released shots are few.**