

Chase Cooper

CHARACTER TD

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Breakdown

00:05 *The Incredible Hulk(2008)*

Rigged and maintained Abomination transformation rig.

00:21 *Aliens Vs Predator Requiem(2007)*

Created dissolving alien rig.

Created dissolving “Dale” rig.

Created/maintained Predator transforming glove rig.

00:31 *The Incredible Hulk(2008)*

Created and maintained “Blonksy” rig with clothing accessories.

Created and maintained helicopter rig with gatling gun.

Maintained multiple helicopter crashing rigs.

00:42 *Sleeping Beauty Platinum Edition(2008)*

Created and maintained quadruped Dragon rig.

00:52 *Meet Dave(2008)*

Created and maintained transforming shoe rig.

Created, managed, and animated “bag” simulation rig using Maya nCloth.

Created and maintained “Number 3” rig (Gabrielle Union).

Helped to maintain and animate/simulate hair on “Number 3” rig.

01:12 *Fringe(2008)*

Created and maintained robotic arm rig.

Designed robotic muscle system for the arm.

01:20 *Terminator 2: DirectTV(2008)*

Created and maintained T1000 Rig.

01:26 *Tool:Vicarious(2007)*

Created special rig for “Eye Spectre”.

01:35 *101 Dalmations Platinum Edition(2008)*

Created and maintained quadruped puppy rig.

01:42 *Wanted(2008)*

Maintained digital “loom” rig.

01:45 *Meet Dave(2008)*

Created and Maintained “Inner Mouth” transforming rig.