

# Jason Labbé

Rigging TD

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## Career History

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### **Final Destination 5**

Prime Focus (Rigging TD)

- *Pipeline to cache assets on the farm*
- *Rigging and skinning*

**2011**

### **Sucker Punch**

Prime Focus (Rigging TD)

- *Pipeline to transfer assets/animation from Maya to Max, and Max to Maya*
- *Animation and cache pipeline*
- *Rigging and skinning*

**2010**

### **Tron Legacy**

Prime Focus (Rigging TD)

- *Pipeline to transfer assets/animation from Maya to Max, and Max to Maya*
- *Rigging and skinning*

**2010**

### **The A-Team**

Prime Focus (Rigging TD)

- *Animation and cache pipeline*
- *Rigging and skinning*

**2010**

### **Avatar**

Prime Focus (Rigging TD)

- *Tools for animation transfer on ampsuit characters*
- *RnD on animation from Maya to Max for digi doubles*

**2010**

### **The Tree of Life**

Prime Focus (Rigging TD)

- *Rigging and skinning*
- *Setting up muscles with SkinFX*

**2009**

### **Tooth Fairy**

Prime Focus (Rigging TD and animation)

- *Rigging and skinning*
- *Pipeline tools (Cache pipeline)*
- *Animated wings*

**2009**

### **G.I. Joe: The Rise of Cobra**

Prime Focus (Rigging TD)

- *Rigging and skinning*
- *Support for animation/LnR pipeline*
- *Pipeline tools*

**2008**

<b>Dragonball Evolutions</b> Prime Focus (Rigging TD) • <i>Rigging and skinning</i> • <i>Particles (Used Flood to create goo from one of the characters)</i>	<b>2007</b>
<b>The Ruins</b> Prime Focus (Rigging TD and animation) • <i>Rigging and animation on vines</i>	<b>2007</b>
<b>Journey to the Center of the Earth</b> Prime Focus (Rigging TD) • <i>Character setup</i>	<b>2007</b>
<b>Watchmen</b> Prime Focus (Previz artist) • <i>Rigging and skinning</i> • <i>Particles</i> • <i>Pipeline tools</i>	<b>2007</b>
<b>Freelance</b> PEN Productions (Rigging TD) • <i>Character setup</i>	<b>2007</b>

## Skills

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### Applications:

- *3D Studio Max*
- *Maya*

### Scripting languages:

- *MAXscript*
- *C#*
- *MELscript*
- *Python*