Robin Rig

Rigged the Robin (in the tree) completely which included facial rig, as well as automation for claw positions, tail feathers, and wing folding.

Source: Cody and Cece's Nature Walk | CoComelon - It's Cody Time | CoComelon Songs for Kids & Nursery Rhymes

Halloween Costumes

Cleaned up the rigs of existing outfits and elements to create a smoother, lighter rig output. Additionally, skinned and rigged all the costume elements to each character, except Nico (Lion), ensuring the lightest rigs with the least amount of interpenetration and extraneous controls for quick animation turnarounds.

Source: Wheels on the Bus Halloween | CoComelon - It's Cody Time | CoComelon Songs for Kids & Nursery Rhymes

Mummy Costume

Skinned mummy bandages to existing Dad rig, ensuring the lightest rig with the least amount of interpenetration and extraneous controls for quick animation turnarounds.

Source: Silly Halloween Song! | CoComelon Nursery Rhymes & Kids Songs

Hose and Bubbles

Took an existing rig, as requested, and reapplied it to the hose, adjusting as needed. Updated Puddles (dog) facial rig and collar, and skinned the bubbles to Puddles and JJ, respectively.

Source: Fire Truck Wash Song | CoComelon Nursery Rhymes & Kids Songs

Parent Outfits

Skinned both parent outfits, including accessories, ensuring the lightest rig with the least amount of interpenetration and extraneous controls for quick animation turnarounds. Updated Carlos (father) base work attire.

Source: Simon Says Song | CoComelon Nursery Rhymes & Kids Songs

Winter Outfits

Skinned and rigged all winter clothing to the family. Updated the facial rig for Carlos (father) for a better open mouth and smile, as well as eye shapes. Updated the existing train to be simpler and corrected the rig to follow the track as designed, with features to show and hide elements as needed, and place the train at prescribed positions on the track.

Source: We Wish You a Merry Christmas (Train Park Edition) | CoComelon Nursery Rhymes & Holiday Kids Songs

Mr. Parsons

Created the entire rig for full mobility and pliability.

Source: Hi from the Future | Perry Playland

Eye Lips

Cupcake Bra

Used set of a NURBS surfaces to give the item the smoothest and most pliability for it's organic poses.

Source: Hi from the Future | Perry Playland

Roll Rig

Created on request, scripted the setup to be applied easily to the final modelled output for highest degree of variability for rolling in various ways.

Gate Keeper

Rigged the Gate Keeper completely for basic manipulation for stomping and roar animations.

Shrimp

Created a rig to control every leg and appendage, as well as automate various motions, such as on the swimmerets in the back to move as one.

A Will To Fly

Oversaw the Rigging and Technical Direction. Rigged the main characters, as well as the kite wings. Also oversaw the rendering process and corrected issues as needed.

Source: SCAD