

Brittany McGrath

Character Technical Director – Technical Artist

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DEMO REEL BREAKDOWN



Walt Disney Animation Studios Talent Development Program (00:03)

Produced Kristoff facial rig. Rigging training included script based rig building, skinning standards, and sculpting blend shapes.



Encanto (00:22)

Adaptable limb initiative for Encanto. Pitched this approach to streamline the quadruped pipeline. Set up an inheritance based limb system which builds variable on quadruped types. Type options include plantigrade, digitigrade and unguligrade.



No. 2 to Kettering (00:30) & (00:51)

One of the short films released in the second season of Short Circuit on Disney+. Responsible for rigging the bus driver, the umbrella man, the newspaper and the exterior bus. Also did technical animation on the show. Shots included I did cloth and hair simulation, shot sculpting, and shot finaling.



Roadside Assistance (00:35)

Responsible for rigging the main character for the short film, Bobble. Addressed rig notes from twenty animators on the show. Rigged legs with bendable bones for an art directed shape. Built a robust projected facial rig to match stylized expressions.



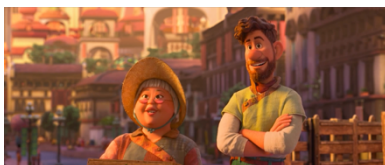
Going Home (00:44)

One of the short films released in the second season of Short Circuit on Disney+. Responsible for rigging the father and mother characters for the film. Set up aging system and outfit swapper for both characters.



XDefiant (00:49)

Responsible for rigging of all characters in game sample. Rigging included both third and first person model assets. Integrated characters into in house engine and tested rigs before sending to downstream departments.



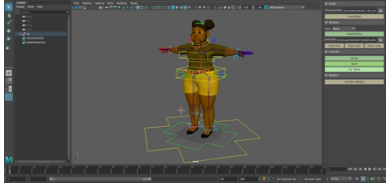
Strange World (01:02) & (01:11)

Sample of shots from Strange World where I worked as a technical animation artist. Executed cloth and hair simulations for all characters in shots. Shot sculpting and shot finaling done too.



Frozen II (01:07) & (01:14)

Sample of shots from Frozen II where I worked as a technical animation artist. Managed cloth and hair simulations for all characters in shots. Shot sculpting and shot finaling done as well.



Biped Body Automation System (01:19)

Personal project building out my own tools for rigging at home. Auto rigger includes a biped body so far. System is built in a modular style so components can be used for other templates. User interface is dockable and includes collapsible widget sections.



Gesture Drawings (01:42)

Sample of some gesture drawings done in my personal time.