

Sophia Martinez

Rigging Artist

mail@zophiekat.art

Hi, I'm a 3D artist! I specialize in rigging but I also do modelling, animation, scripting, and rendering every once in a while.

I have worked on various successful projects with a variety of art styles such as Murder Drones, The Amazing Digital Circus, and The Gaslight District, all by Glitch Productions.

On my spare time I like to be with my cats, work on 3D printing projects, and experiment with making new tools, rigging techniques, or addons while learning along the way when messing around with Python scripting and manipulating the inner workings of 3D software to learn how it works, why, and how to use it in my art.

Some of those extra skills I have gathered on my free time and along my job have come in useful when helping develop new rigging tools like automation scripts for modular rigging workflows, batch functionality to aid with the rigging process, and helped migrate some of our tools and assets from previous projects and workflows to our new system.

I have familiarized myself with Maya's cmds Python API and recently began playing around with the OpenMaya2 documentation. I also have a good understanding of the Blender Python API and very experienced in the overall Blender software in its entirety.

I'm a passionate person that likes to collaborate on projects with team members, make friendships, and have fun while tackling tasks. Rigging fascinates me in a way that brings me joy. I like providing artists the tools and aid to help their work shine in production and amaze audiences when projects are released.

The cumulative work of everyone's efforts turned into a show or film is something that fills me with purpose and fulfillment. One of my favorite things when working on projects is the journey, destination, and post-mortem. It feels nice being able to look back on a project and think of the issues we came across and how we fixed them, particular special cases that require experimentation and development of new rigging techniques, and at the end of the day seeing the animators's shots utilizing those same rigs and then see the asset be handed over different departments across the whole pipeline is well... is tricky to describe but it really is a nice feeling.

If a rig breaks I'm there to fix it, if an asset needs to be updated I bring it back to life, if something needs to move I stuff it with bones! Whatever it is you can count on a Sophia!