

Upinder Dhaliwal

Creative Artist | Technical Director

Projects Show reel Breakdown



www.upinderdhaliwal.com

Creative Artist | Technical Director

- ud_MayaTools – Custom toolset written in Python. For more information please visit my [website](http://www.upinderdhaliwal.com).
- Tracking & Layout rig setup for main characters.
- Car rig setup with Automatic wheel rotation.

Software Used - Maya, Python, MEL



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Digital Artist – Animation/ Rigging TD

- All digi double character, vehicles & props rigged. Worked with Modelling & Crowd teams.
- Setting up rigging workflow for characters and vehicles.
- Wrote scripts to maintain rigging pipeline.
- Custom scripts to transfer rig elements between character rigs.
- Automate a lot of rigging processes via scripts.
- Scripts for Animators to – Transfer animation from FK to IK controls.
- Animated various shot elements – characters & vehicles.

Software Used - Maya, Python, MEL



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Digital Artist –Rigging TD

Release 2014

- Rigged characters, vehicles and props using Python and Softimage.

Software Used - Softimage, Python



Commercial - Nike Flyknit - Copyright FuelVFX

<http://www.fuelvfx.com/>

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Digital Artist – Rigging

- Rigged Nike shoe and animation fixes.

Software Used - Maya



<http://altvfx.com/>

Copyright @ AltVFX

Softimage Support TD

- Softimage support on rigging CG rover.

Software Used - Softimage



<http://www.wayoftheeagle.com.au/>

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Character Animation/ Rigging

Production - 2 weeks

- Full body + Facial rigging of male character.
- Setup Cameras + Maya files as per BG for animators.
- Mocap clean-up of horse animation and creating reusable animation cycles.
- Animated character to match horse animation.

Software Used - Maya