Upinder Dhaliwal

Senior Animator / Rigger
Certified Instructor on Softimage|XSI 6.5

Shot Breakdown Animation Showreel_2010

Tv & Dvd Production

T.V Project – Jakers! The Adventures of Piggley Winks (52 half-hours)

Created custom rigs and skinning various characters in Softimage XSI
Animated all characters according to storyboard provided
Facial animation for all characters according to storyboard provided
Software Used: Softimage XSI

T.V Project - Pet Aliens

Animating various characters according to shot sequences given
Facial animation for all characters according to shot sequence given
Software Used: Maya

In game Animations

Transformers- Revenge of the Fallen

Animated all characters for in game and cinematic animations
Animated walk and run cycles for characters
Software Used: Maya

Storm Trooper Animations

Animated all characters for game animations
Animated walk and run cycles for characters to be reused.
Software Used: Maya

Microsoft Avatar Animations

Animated all characters including facial animation.
Software Used: Maya

Space Chimps

Animated all characters for in game and cinematic animations
Animated walk and run cycles for characters
Software Used: 3D Max

Female character cycles & Facial

Animated characters walk and run cycles.
Facial Animation test for in-game model.
Software Used: Maya

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Shot Breakdown Rigging Showreel_2010

Transformers Game Rig:

- Setup creation, rigging and skinning in-game character models in Maya using Krome's custom Rig Tools
- Solved technical problems and added features as requested on rigs based on Krome's Rig Tools.
- Wrote custom MEL scripts to speed up rigging process and transfer animation between rigs.

Wolf Rig:

- Place holder rig used for testing game play animation. Updated easily with game ready mesh via Reference system in Maya.
- The final version uses Maya's reference model to separate game Export skeleton from deformer skeleton.
- Parent switching on controllers like Chest, Neck, Head, and Feet etc.
- Used IK Spline for spine and neck.
- Squash & Stretch on spine and neck.
- Separate Export skeleton driven by deformer skeleton
- Independent Pelvis and Chest controllers.
- Game ready Export selection set.
- LVE node used for XYZ translation of model in game.
- Few Animations done to test Rig.