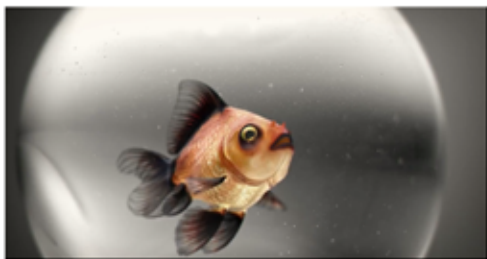


Aditya Sharma

www.aditya-sharma.com aditya63@gmail.com 732 789 3781

3D Artist/Technical Artist REEL - BREAKDOWN



Goldfish commercial A commercial project produced by Click 3x www.click3x.com

Time scale -(September - October) 2013
Responsible for rigging, skinning, dynamic simulation, lighting and rendering.
Software - Maya, Zbrush, After effects



Quadruped rig An independent project to study animal anatomy and muscles.

Time Scale - (November-December) 2013
Responsible for model, rig, muscle system
Software - Maya, Zbrush



Facial rig (Work in progress) (Motion capture)
This is a graduate thesis project directed by Stephan Ehl.

Time scale- (April -May)2013
Responsible for rig
Software - Maya, Zbrush.



MercsI300The car rig is design to be able to create realistic- cartoony movement. The rig includes - body bend, stretch & squash, twist and deform.

Time scale - (April- May) 2013
Responsible for car model, texture and rig.
Software - Maya



Ben Ben is a protagonist in my senior animation short "Consume what?". The rig includes - stretchy and bendy limbs, torso volume preservation, global facial rig along with blendshapes.

Time scale - (January-March)2012
Responsible for concept, model, rig, compositing.
Software- Maya, Zbrush, Nuke.



Ike Ike is one of the main character in the upcoming senior animation short "Corked" directed by Amanda Renfro. The rig includes - bendy and noodle limbs, fk/ik hybrid spine control.

Time scale - (November - December)2013
Responsible for rigging.
Software - Maya