



Sequence 1
title sequence, designed and composed using Adobe After Effects, responsible for all visual elements



Sequence 2
Project - Escape From Planet Earth (Feature Film)
Role of Creature TD
Responsible for character setup, skin weighting, additional deformation support for accompanying armour to reach cartoony poses, and additional animation controls for body and armour. All additional elements were custom scripted on top of a procedural rigging system to be easily updated. Done using Autodesk Maya.



Sequence 3
Project - Handle With Care (Short Film)
Self directed and animated 2009 short film done at Sheridan College. Responsible for all visual and creative elements including lighting, modeling, animation, camera work, rigging and compositing.

Adobe After Effects used for compositing, all other elements created using Autodesk Maya. Textures created using Photoshop.



Sequence 4
Project - Ratchet and Clank (Teaser)
Role of Senior Creature TD
Responsible for character setup and advanced secondary deformation on a large bulky character. Done in Autodesk Maya.



Sequence 5
Project - The Adventures of Chuck and Friends (TV Show)
Role of Character Rigger & Modeler
Responsible for setting up procedural rigging system and tools using MEL to allow all riggers on show to build vehicle based characters within a few seconds. Also did character, prop and set modeling. Done in Autodesk Maya.



Sequence 7
(same as "Sequence 3")



Sequence 8
(same as "Sequence 4")



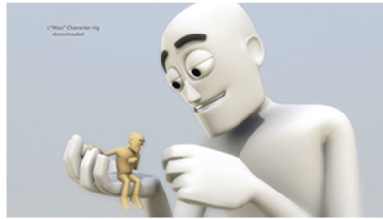
Sequence 9
Project - Emotion Change (2009)
Animation exercise showing change of emotion. Animation, lighting, modeling, and rendering done using Autodesk Maya. Composite in Adobe After Effects. "Max" character and rig was downloaded from creativecrash.com



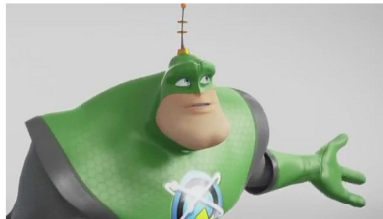
Sequence 10
Project - Sack Jump (2009)
Animation exercise done to bring a flour sack to life and make it jump over an obstacle. Sack rig provided by Sheridan College. Animation, rendering, lighting in Autodesk Maya. Composite using After Effects.



Sequence 11
Project - Audi R8
Hard Surface model study. Modeled, lit and rendered using Autodesk Maya and Mental Ray.




Sequence 12
Project - 2 Character Lipsync
Dialogue extracted from film "Bruce Almighty". "Max" character rig downloaded from creativecrash.com. Animated in Autodesk Maya, composite using After Effects.




Sequence 13
(same as "Sequence 4")

Asim Zaidi - Creature TD

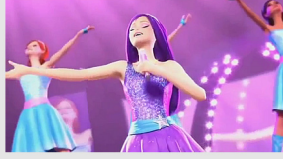
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Sequence 14
(same as "Sequence 2")
 **Additional notes - Responsible for technical character support and weighting on background characters in this shot.



Sequence 15
(same as "sequence 3")



Sequence 17
Project - Barbie (On-going DVD Feature)
Role of Creature TD
Footage is from an older release, upcoming release pending. Responsible for character setup and skin weighting on creatures and background characters. Done in Autodesk Maya.



Sequence 18
(same as "sequence 3")

