

SaharKausar

Technical Director (Character Simulation, Technical Animation, Rigging, Finishing, Compositing, Pipeline Tools)

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DEMO REEL BREAKDOWN



ENCANTO (00:07 - 00:16)

Sample of my shots from the Oscar winning film, Encanto! I worked on all aspects of character effects (technical animation, cloth simulation, hair simulation, shot sculpting, finishing, and finaling).



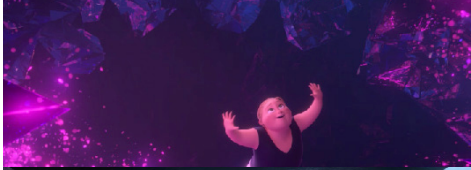
ZOOTOPIA+ (00:17 - 00:21)

Sample of my shots from Zootopia+! I worked on all aspects of character effects (technical animation, cloth simulation, hair simulation, shot sculpting, finishing, and finaling).



STRANGE WORLD (00:22 - 00:26)

Wrote a texture fixing tool for the Character TD department across all the hero characters. Included are a sample of my shots from Strange World where I worked on all aspects of character visual effects.



REFLECT (00:27 - 00:33)

As part of the Short Circuit Experimental Film projects, I worked on setting up rigs, cloth and hair simulation, technical animation, and shot compositing for REFLECT! I integrated mirror setups for a 360 degree reflection poses.



BAYMAX! (00:34 - 00:46)

Sample of my shots from Baymax! I worked on all aspects of character effects (technical animation, cloth simulation, hair simulation, shot sculpting, finishing, and finaling).



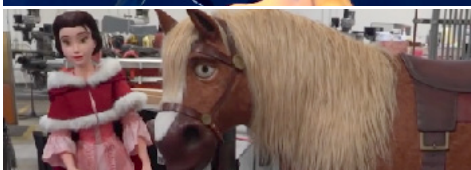
ZOOTOPIA+ RIGGING (00:47 - 00:52)

Created the cloth rigs for the mice elements across the Zootopia+ project. I tailored the garments and procedurally retargetted the clothing across a variety of different shapes/sizes of mice used downstream in tech anim.



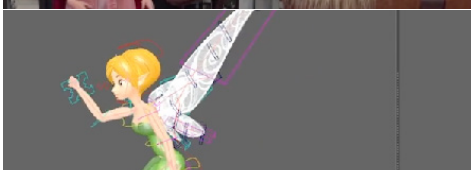
WORLD OF FROZEN ANIMATRONICS (00:53 - 01:00)

Worked on the show programming audio-animatronics team to rig Elsa's articulated head and also program her robotic arm animations to the live animatronic. Additionally mapped animation data via Motion Builder.



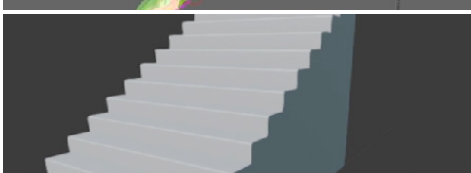
BEAUTY & THE BEAST ANIMATRONICS (01:00 - 01:12)

Rigged, animated, and programmed the Belle and Beast animatronic figures. From rigging their mechanical setups, I also integrated collision check setups, tested robotic animation, and transferred data between departments.



TINKERBELL RIG (01:13 - 01:33)

Rigged an interactable Tinkerbell Character in Maya and integrated this game-friendly rig into Unreal Engine. Fully Biped rig setup with custom attributes, IK/FK Switches, Custom Blendshapes, and Wing Animations.



STAIRCASE PIPELINE TOOL (01:34 - 01:47)

Programmed a Staircase Tool in Unreal Engine via Blueprinting node setups and C++. Allows the user to adjust the width, height, and the number of steps to procedurally generate staircases.