

Hassan Obaid

1405101

DG-1508-1

Technical Director

Character Rigger

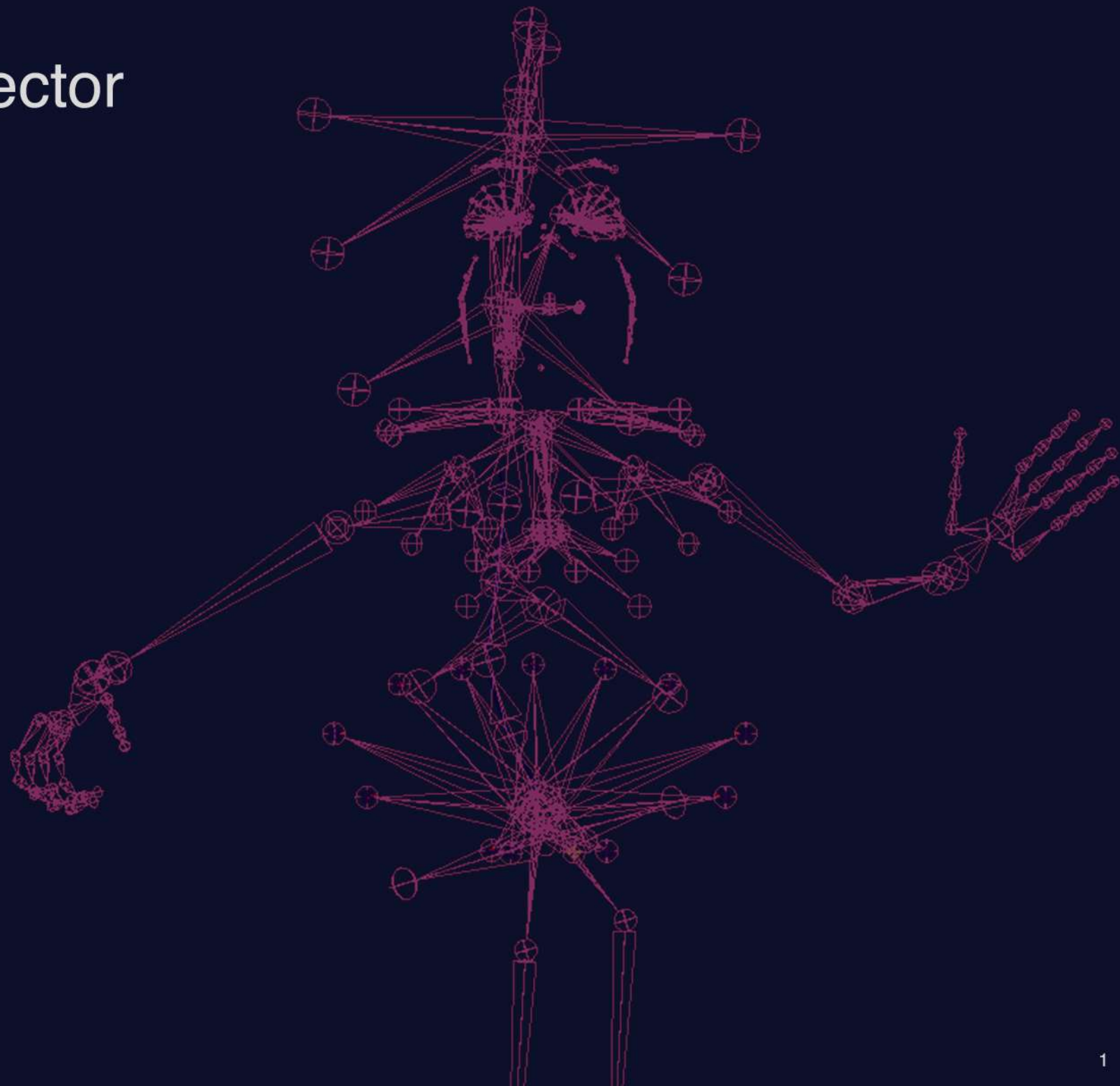
Lead Character Modeler

Lead Texture Shading/Artist



Technical Director

Character Rigger
Asset Rigging



Technical Director

As TD i helped solve rigging related problems and other technical problems.

Character Rigger

I took responsibility of both characters rigging, while communicating with the animators to create a workable rig and custom to the film deformer required.

Base Rig:

I created the base rig using Ik/Fk blend for Spline/Arm/Leg, added ribbon system to solve layering problems and help the animators maintain the shape.

Facial Rig:

I created both characters facial rigging using various methods to create detailed expressions as its required in our film(closeups), using Joint Based,(92 joints each character), Ribbon system, and Blendshapes,I modeled the basic expressions for both characters,to be used as blendshapes, (smile, sad, eyelid up/down,lips open up/down).



Technical Director

Asset Rigging

Most Asset Rigging was done by Riggers(Jade,Adam), I helped directing and solving issues they encountered.

I created the custom rig for the Stacking, for a specific shot, three parts rig(bottom,table,top)

bottom: Ik setup

IK: cartoony weights for stylised and believable movement.

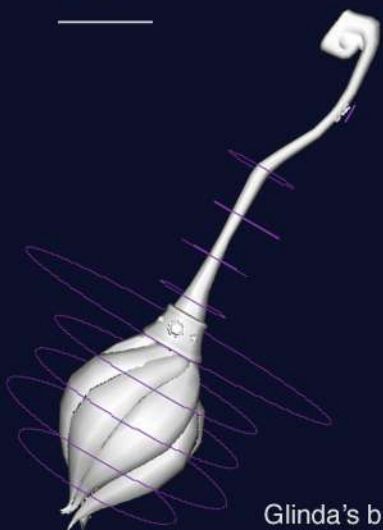
table: basic connection

top: Ik/Fk blend

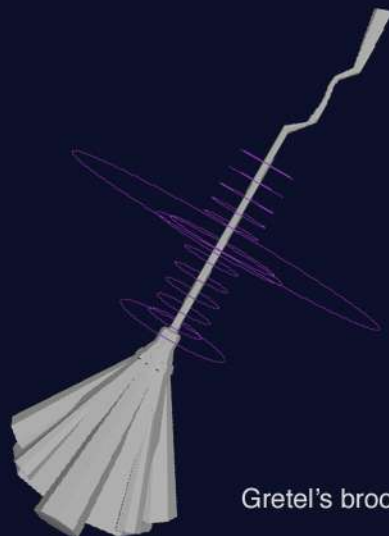
Fk: weights on different objects for believable movement

Ik: cartoony weights for stylised and believable movement

and I helped creating the more complex asset rigs(Joint Based and Deformers), such as Glinda's broom, Gretel's broom, Gretel's wand, Glinda's list, and Gretel's list.



Glinda's broom



Gretel's broom



Gretel's wand

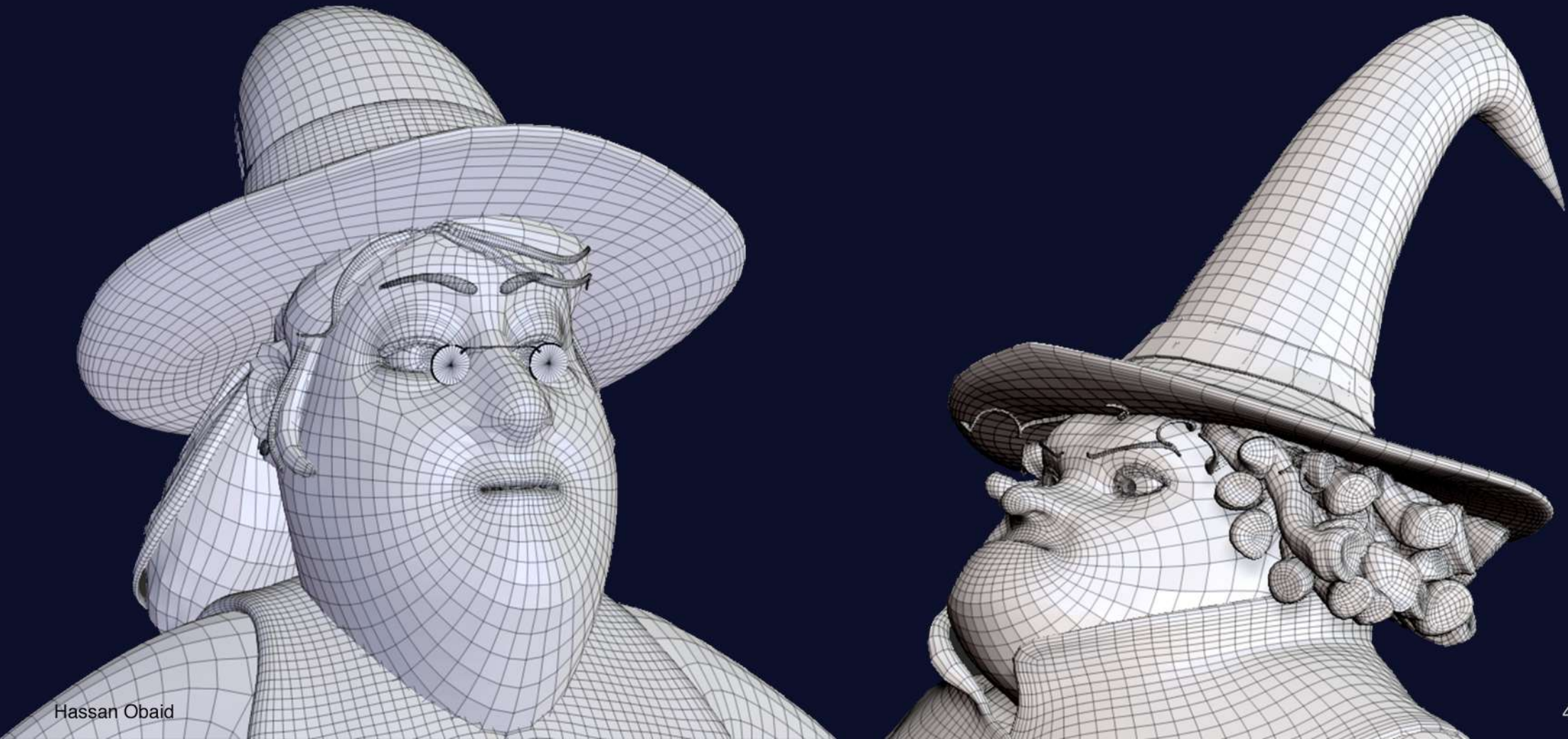


Stacking

Lead Character Modeler

Glinda_Model

Gretel_Model



Lead Character Modeling

Glinda_Model Model and enhancements

Remodeled the hair to match the style,
Enhanced the model overall look and feel, including
(cape, belt, teeth, the dress, eyelashes, and the eyes).



Model | Texture | Render by Hassan Obaid

Gretel_Model Enhancements

Enhanced the model overall look to match the style,
including (remodeling the cape, eyebrows, the eyes, eyelashes,
and adding the ears) and refined the face including adding the
neck.

and creating the base teeth model for the modeler(Jade)
and directing her to adjust it to fit the character personality and
overall look.



Model | Texture by WongYingLin, Jade | Hassan Obaid

Render by Hassan Obaid

base gretel model by WongYingLin, Jade

Lead Texture/Shading Artist



Lead Texture/Shading Artist

As lead texture, I created the texture style for Texture Artists(Adam,Jade,Yuki) to follow, and helped solve some shader issues, and gave feedback to texture artists to achieve the style me and the Art Director(Nicole) wanted, based on references mainly the film Extinguished

Glinda

I textured Glinda as visual guide for the texture artists to follow, and enhanced it overtime to match the 2D art design and overall look of our film.

Gretel

I directed the texture artist assigned to gretel(Jade), to create a visual representation of Gretel's personality and feel, and to match the 2D art design and overall look of our film, I refined and/or retextured some parts such as(the face, and the eyes).

Environment and Assets

Fully textured by (Adam and Yuki), I helped with creating the visual guide(Glinda) and gave feedback to help get a matching result of different artists.

(Yuki) took care of handling the shaders for the environment, and referencing all textures to the scenes.

disclaimer: this is rendered in ZbrushBPR NOT Vray because I dont presonally own Vray license, but I created vray shaders to match this results and will be presented in the film rendered shots





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