

# Harshad Bari

Creature TD / Tech Artist

## CONTACT

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## WORK

**Experience** 17+ years  
**Currently** Character TD / Rigger

## SKILLS

Creature / Character Rigging  
Aesthetic Functional GUI Creation  
Rigging / Animation / Pipeline Tools Dev  
R&D, Troubleshooting / Fixing issues  
Team Player: Learn/Share/Mentor/Manage

## CODING

Python Maya API PySide2 / PyQt  
MEL C++


## SOFTWARE


Autodesk Maya Autodesk MotionBuilder  
Zeno (ILM Proprietary)  
3D Studio Max  
OS: Linux, Windows Interest: Houdini

## EDUCATION

**Diploma** 3D Studio Max, Maya  
**College** Foundation in Fine Art  
Vasai Vikasini  
**High School** NGV High School

## ONLINE PROFILE

 **Twitter**  
www.twitter.com/harshadbari

 **Facebook**  
www.facebook.com/harshadbari

## TIMELINE

- 2017** **Character TD / Project Lead**  
Marza Animation Planet  
Tokyo, Japan
- 2016** **Character TD**  
Polygon Pictures  
Tokyo, Japan
- 2016** **Consultant Pipeline TD**  
Riva Digital  
Mumbai, India
- 2010** **Creature TD**  
Lucasfilm Animation / ILM  
Singapore
- 2009** **Character Rigger**  
Prana Studios  
Mumbai, India
- 2007** **Lead Character Rigger**  
Pixion Studios  
Mumbai, India
- 2006** **Character Rigger**  
Tata Elxsi  
Mumbai, India
- 2006** **Rigging Instructor**  
Colorbugz Academy  
Mumbai, India
- 2003** **Rigger / Layout Artist**  
UTV Toons  
Mumbai, India

Job Experience details on next page.

## OBJECTIVE

To work full-time as a Principle Character TD / Technical Animator.

## CAREER SUMMARY

Creature TD with 17+ years of professional experience in the Animation Industry. I've worked with various Visual Effects studios for Feature Films, TV Series and Advertisement projects throughout my career.

I'm experienced working with complex studio pipelines, worked closely with supervisors and animators to develop animation-friendly rigs, tools, guidelines & documents according to project requirements. Tools include pipeline, rigging and motion capture.

I mostly strive and am proficient in creating automation tools scripts/ instructions to increase riggers and animators' efficiency for production workflow.

## REFERENCES

Available on request.

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Creature TD / Tech Artist

## Work Experience - 2016 to Present

**Character TD @ Marza Animation Planet, Tokyo** 2017 – Present

**Re-Dive: Princess Connect:**

- Project Lead Rigger and responsible for coordinating with Animation and the Unity Tech Team for correct data flow.
- Responsible for creating a complete motion capture workflow to transfer data onto mGear Rigs. This included blendShape animation data. Animation data were mapped using json dictionaries from original data to studio rigs data as specifications were very different.

**Lupin The Third: The First  
Feature Animated movie**

- Character/Props Setups, Facial Rigging
- All Rigs used mGear Rigging System and entire rigs were python coded and rebuild-able in the system.
- Responsible for creating the Facial Rigging Transfer Tool to transfer authored facial rigs from primary characters to other characters.

**Marza In-house Projects & Anime/Pachinko Projects:**

- Character/Props Setups.
- Responsible for creating the Prop Rigging Tool to enable Environment artists to Rig simple environment objects & props without rigger's involvement.

**Various other smaller scope projects including in-house original projects.**

**Character TD @ Polygon Pictures, Tokyo** 06/2016 – 06/2017

- Experienced with their internal eST Rigging System inside Maya.
- Developed personal tools, solved issues, handled character and prop assets

**Lost in Oz (Animated TV series by Amazon Entertainment)**  
Character/Creature Setups, Facial Rigging

**Anime/Pachinko projects**

Character/Creature Setups, Facial Rigging, Custom Rigs & Dynamics

**Consultant TD @ Riva Digital, Mumbai** 02/2016 – 04/2016

- Developed tools to streamline file management.
- Wrote pipeline tools related to the studio's Arnold Renderer workflow.

## Work Experience - 2003 to 2014

**Creature TD @ Lucasfilm Animation, Singapore** 09/2010 – 08/2014

**Strange Magic:**

- Character/Creature Setups, integrated with full custom setups/ muscles/cloth/hair.
- Sculpted deformation shapes as required for rigged characters to be used as pose-driven blend-shapes.
- Developed animation/rigging tools for internal work-flow.
- Simulated Cloth & Hair on hundreds of shots. (Shot-simulation).
- Experienced with the complex ILM pipeline including Maya and in-house 3d software Zeno, developed personal
- Write Tools, Solved issues, handled asset management.

**Rigger @ Prana Studios, Mumbai** 10/2009 – 10/2010

**Gladiators of Rome (Feature Animated Film):**

- Rigged quadrupeds and bipeds exploring some new ideas as well as sticking to the existing pipeline.
- Handled requirements, Troubleshooting Problems for Animation & Hair-Fur Departments.
- Took a Seminar on Basic Scripting & Python in Maya for the Team.

**Lead Rigger @ Pixion Studios, Mumbai** 12/2007 – 05/2009

**Mahayodha Rama (Feature Animated Film):**

- Rigged many types of characters, many with custom setups and muscles.
- Created a set of scripts to allow setups/rigs to be finished quickly and easily to allow all bipedal characters to be similar in structure which additionally allowed us to import motion-capture data through Motion-Builder.
- Rigged a different set of characters specifically for crowd simulations in Massive.
- Had a hand in creating various scripts/instructions for Riggers/ Animators to increase work efficiency.

**Rigger @ Tata Elxsi, Mumbai** 12/2006 – 11/2007

**Roadside Romeo (Feature Animated Film), Drona (VFX Live Feature film), Speed Racer (Animated Film), Tararumpum (Animated Song in a live-action film)**

- Rigged many characters, sets and props. Syflex Cloth simulation.
- Rigged a number of characters using some self-made scripts
- Solving technical problems.
- Various other test projects, advertisements involving Rigging & Cloth Simulation

**Rigger/Layout Artist @ UTV Toons, Mumbai** 11/2003 – 11/2006

**Direct-to-DVD Animated Movies: The Prince and the Pauper, Jungle Book, Robin Hood, Christmas Carol (Project Lead), Kong: Return to the Jungle.**

**Test Projects: Shrek, Zula Patrol  
Animated Series: Freej, Magic Cellar**

- Rigged many Characters, quadruped, vehicles and gadgets.
- Responsible for Syflex/Maya Cloth simulations as per scene requirements.
- Handled the Dynamics of characters.
- Helped solve technical problems.
- Various other test projects, advertisements involving Rigging