

ashwininamdar

professor, storyteller, cg artist

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SUMMARY

As a Professor of Animation with extensive experience teaching both undergraduate and graduate courses, I am well-versed in various aspects of animation such as Rigging, Modeling, Sculpting, Texturing, Lighting, Character FX, 3D Animation, Animation Production, and Collaboration. With high-level industry experience in Character Technical Direction, my primary skills are in 3D rigging and modeling.

My approach to teaching is centered around collaboration, inclusion, and empathy. I believe that every student has the potential to succeed, and I work to create a positive and supportive learning environment that encourages creativity and fosters growth. By emphasizing collaboration and teamwork, I encourage students to build relationships and develop strong communication skills, which are essential for success in the animation industry.

WORK EXPERIENCE

Savannah College of Art and Design (Savannah and Atlanta, GA)

Sep 2009 - Present

Professor of Animation

The responsibilities encompassed in this role include designing comprehensive curricula for both graduate and undergraduate courses, delivering pedagogical instruction, conducting graduate reviews, overseeing the activities of thesis committees and internships, providing supplementary learning opportunities through workshops, inviting guest speakers and industry leaders to speak, leading student clubs, and providing guidance to students on class registration and career development.

Fun-Gi (Los Angeles, CA)

Jan 2024 - Present

Rigging and Animation Consultant

Fun-Gi is a US-based video game company that focuses on creating games for casual play. In my capacity as a consultant, my job consists of advising the rigging and animation team with technical solutions for their game production pipeline. This involves learning their present Unity-based pipeline for character and prop rigging, advising on techniques for rigging, keyframe animations, dynamic simulations and surfacing, and exporting optimized assets for further development. Close collaboration with their in-house team of specialists, including animators, riggers, and programmers, is maintained for researching and teaching new techniques for rigging and animation, and solutions are devised when obstacles arise.

KNGFU (Montreal, Canada)

Apr 2022 - Jul 2022

Rigger

In my capacity as a professional, I was tasked with the responsibility of rigging the principal character for 'Murmuration', an interactive VR experience based on Unity. This project was undertaken in collaboration with Patricia Bergeron and the team at KNGFU. My duties included optimizing the rig to suit the interactive setup in Unity, creating LODs, and supervising asset artists.

IV Studios (Nashville, TN)

Jun 2019 - Feb 2020

Rigger

As part of my professional responsibilities, I undertook the rigging of all primary characters and hero props for 'The Carrier', a short, Unity-based film. I also developed animation-support scripts, provided feedback on modeling based on topology and animation direction. In addition, I performed preliminary rigging of main characters and props for 'Sprout', another short film produced in Unity. In this capacity, in addition to rigging the characters, I also offered critique and feedback on modeling based on topology and animation direction.

The Quantum Storey Company, Inc. (Los Angeles, CA)

Aug 2018 - Apr 2019

Character TD

As part of my professional portfolio, I was involved in the modeling, texturing, and rigging of characters for 'Hotel Transylvania 3 Virtual Vacation', a Unity-based VR book. The project was carried out in partnership with Sony Pictures Home Entertainment, and was based on the characters from the famous 'Hotel Transylvania 3' franchise.

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The InterConnect Group Inc. - #STOPHIVATL (Atlanta, GA)

Oct 2018 - May 2019

Character Artist

In my professional capacity, I was tasked with re-creating a 3D logo for the #STOPHIVATL campaign, which was a Snapchat-based initiative aimed at promoting behavioral change among young people. I modeled, rigged, textured, and animated a Tinman character based on the iconic 'Wizard of Oz' franchise, and also visualized and conceptualized an animated sequence for the project. Additionally, I created animations for the logo assets and exported them to Snapchat Lens, enabling users to interact with both the logo and the character through the platform.

The Council (Beirut, Lebanon)

Nov 2016 - Jun 2018

Rigger

In my professional capacity, I was responsible for developing rigs for multiple character base meshes for 'MiniMojji', a Unity-based app designed to create 3D animated cartoon avatars of users for use in chat or social media. In addition to supervising modelers to create base meshes, I also created a pipeline to facilitate the production of Unity-compatible assets.

Jump Games Pvt. Ltd. (Pune, India)

Jan 2007 - Jul 2007

Senior Animator/Rigger

In my professional capacity, I have experience creating rigs and animations for games designed to run on wireless devices. I collaborated closely with programmers to troubleshoot any technical issues that arose during the development process. Furthermore, I have provided training and mentorship to junior riggers and animators to improve their skills and help them grow professionally.

Nazara Technologies Pvt. Ltd. (Mumbai, India)

Jun 2005 - Dec 2006

Senior 3D Graphics Artist

As part of my professional experience, I have created 3D and 2D graphics for games that are designed to run on wireless devices. In this capacity, I have collaborated with programmers and game designers to develop aesthetic and technical solutions that meet project requirements. Additionally, I have recruited and trained junior artists to enhance their skills and help them grow professionally.

EDUCATION

Savannah College of Art and Design (Savannah, GA)

May 2010

MFA in Animation

My course of study was centered around character Technical Direction (TD), with a specific focus on 3D modeling, life drawing, and both cartoon and naturalistic animation techniques. Additionally, I received training in motion capture technology to further expand my skill set.

Xaviers Institute of Technology (Mumbai, India)

Aug 2005

Advanced Diploma in 3D Computer Graphics

My course of study focused on Maya, 3ds Max, and Photoshop, which are industry-standard software programs used in 3D modeling and animation. Additionally, I received training in collaborative film making, which involved working effectively with others to produce high-quality films.

Mumbai University (Mumbai, India)

Jul 2005

BE in Electronics and Telecommunication

As part of my course of study, I gained a foundational understanding of programming languages such as C and C++. Additionally, I received training in satellite communication and electrical networks, which involved understanding the principles and practices behind these technologies.

COURSES TAUGHT

Undergraduate Courses

ANIM 180 Action Analysis

ANIM 249 Core Principles of Technical Animation

ANIM 253 Core Principles of 3D Character Animation

ANIM 289 Fundamentals of Character Rigging

ANIM 316 Facial Setup and Animation

ANIM 408 Animation Capstone Film - Preproduction

ANIM 349 Digital Modeling for Environments and Props

ANIM 356 Advanced Character Setup

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ANIM 369 Animation Look Development
ANIM 390 Business and Professional Practices
ANIM 395 Collaborative Experiences in Animation
ANIM 408 Animation Capstone Film - Preproduction

ANIM 419 Cloth and Hair for Animation
ANIM 448 Animation Capstone Film - Production
ANIM 488 Animation Capstone Film - Postproduction

Graduate Courses

ANIM 505 Animation Character Setup
ANIM 724 3D Naturalistic Animation
ANIM 753 MFA Thesis Exploration and Research
ANIM 775 MFA Thesis Visual Component Production
ANIM 778 Animation MFA Portfolio

TEACHING AREAS

Character and prop rigging.
Advanced facial setup using blend shapes and joints.
MEL scripting.
3D modeling.
Digital sculpting.
Materials and textures.
Lighting and rendering.
Pipeline development.
Compositing and editing.
Basic keyframe animation and motion capture.
Collaboration.

Asset development for game engines.
Demo reel development.
Website creation and up-keep.
Promotional package development (business cards, resumes, cover letters etc.).
Curriculum development, syllabi and learning outcomes.
Experienced in BFA, MFA and MA programs.
Undergraduate advising.
Graduate thesis advising.
Graduate program coordination.

SOFTWARE

Autodesk Maya
Arnold for Maya.
nCloth for Maya
MEL scripting
Adobe Substance Painter
Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro

Adobe Illustrator
Unreal Engine 5
Autodesk Mudbox
Autodesk 3ds Max
Marmoset Toolbag
Marvelous Designer
ZBrush
3D Coat

SPECIAL SKILLS

- Demonstrated ability to effectively communicate technical information to groups with varying levels of technical ability.
- Quickly able to learn and apply software capabilities to projects.
- Excellent verbal and visual presentation skills, utilized to effectively convey information to audiences of all sizes.
- Self-motivated, responsible, dependable, and adaptable, with experience working under strict deadlines.
- Dedicated to ongoing personal and professional development, committed to challenging myself to continuously learn and apply new knowledge to my work as an educator.

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AWARDS AND HONORS

The 15th Unity Awards, Amsterdam (Netherlands) The animated short film 'Sprout' won The Best Animated Film Award.	Nov 2023
Atlanta Film Festival, Atlanta, GA The animated short film 'Sprout' was officially selected for the festival.	Feb 2023
Cleveland Film Festival, Cleveland, OH The animated short film 'Sprout' was officially selected for the festival.	Feb 2023
St. Louis Film Festival, St. Louis, MS The animated short film 'Sprout' was officially selected for the festival.	Feb 2022
Spark Film Festival, Vancouver, BC (Canada) The animated short film 'Sprout' was officially selected for the festival.	Jan 2021
Austin Film Festival, Austin, TX The animated short film 'Sprout' was officially selected for the festival.	Jan 2021
Columbia Gorge International Festival 2011, Vancouver, WA Animated shorts 'The Waiting Chairs' and 'The Same Station' received a special screening.	Aug 2011
'Roll Yer Own 2010', ASIFA, Atlanta, GA Animated shorts 'The Waiting Chairs', 'The Same Station', 'Monifa's Lucky Day' and 'Bartholomew's Big Top' received a special screening.	May 2010
1st Silver Salt Animation Festival 2010, Pune, India Animated shorts 'The Waiting Chairs' and 'The Same Station' received a special screening.	Feb 2010
International Digital Cinema Festival and Entertainment Technology Expo, Macau, China Animated shorts 'The Waiting Chairs' and 'The Same Station' received a special screening.	Nov 2009
Madiz-Alter-Native international Short Film Festival 2009, Gheorghe Doja, Romania Animated short 'The Waiting Chairs' received a special screening.	Nov 2009
Kinofest 2009, Bucharest, Romania Animated short 'The Waiting Chairs' won the competition in the Micromovie category while the short 'The Same Station' was selected for competition in the same category.	Oct 2009
[Aniwow!2009] 4th China International Student Animation Festival, Beijing, China Animated short 'The Waiting Chairs' received a special screening.	Oct 2009
6th China International Animation and Digital Arts Festival, Beijing, China Animated short 'The Waiting Chairs' received a special screening.	Oct 2009
SCADanimate 2009, Savannah, GA Animated short 'The Same Station' received a special screening along with 22 other films.	Sep 2009
Anifest India 2009, Mumbai, India Animated shorts 'The Waiting Chairs' and 'The Same Station' were nominated for viewer's award.	Aug 2009
BitFilm 3D Award Festival 2009, Hamburg, Germany Animated short 'The Waiting Chairs' were nominated in the FX Mix category.	Jul 2009
The Heritage Film Festival 2009, Largo, MD Winner of the 'Promising Film-maker Award' while the animated short 'The Waiting Chairs' received a special screening.	Apr 2009
INSPIRE 2009, Savannah, GA Animated short 'The Waiting Chairs' was runner up for the 'Best of Show'.	Feb 2009
13th edition of Cartoons on the Bay - International Television and Multimedia Animation Festival, Roma, Italy Animated short 'The Waiting Chairs' received a special screening.	Feb 2009
SCADDY Award, Savannah, GA Animated short 'Monifa's Lucky Day' received the 'Golden Award' for animated PSA.	Jan 2009
iDMAa Conference, Savannah, GA Animated short 'The Same Station' received the 'Best Student Showcase Award'.	Nov 2008
SCADanimate 2008, Savannah, GA Animated short 'The Waiting Chairs' received a special screening along with 20 other films.	Sep 2008

INVITATIONS

'Ok, So' Podcast

Oct 2020

As a guest on the 'Ok, So' podcast hosted by Gio Turra, I participated in an hour-long discussion covering various topics related to the animation job market. I also offered advice for new animation students and shared my personal journey with animation, including my experiences at SCAD. Additionally, we discussed ways to stay motivated during the challenging times of the COVID-19 pandemic. The episode was released in August 2020 and is available on Spotify here.

The GO48 Challenge, Chandigarh, India

Nov 2020

The GO48 Challenge is an online competition open to participants from around the world and was hosted by Vineet Raj Kapoor, the Dean of Chitkara School of Art and Design (India). I was invited to serve as a jury member for two challenges, namely the Anim8 challenge (animation) and S8 contest (character-making).

Tête-à-Tête with Ashwin Inamdar, SXILL School, Chandigarh, India

Sep 2020

Participated as a guest in a 2-hour long discussion with aspiring animation students from the SXILL School in Chandigarh, India. During the discussion, we covered various topics such as the importance of developing sketchbook habits, networking and critique, collaboration, and maintaining physical, mental, and social health for a successful career in animation.

SIGGRAPH S3R3 Program, Portfolio Reviewer

Mar 2019

The S3 Resume and Reel Review (S3R3) program aims to assist ACM applicants by providing them with portfolio reviews from industry professionals. The program matches applicants with reviewers based on their desired work field and job skills. The reviewers evaluate the applicants' portfolios, resumes, and supporting materials and provide objective feedback to enhance their presentation. I had the privilege of serving as an S3R3 reviewer and assessed Character TD portfolios for ACM.

Juror, Northwest Animation Festival

Feb 2018 and 2017

I was honored to be invited as a juror for the 2017 and 2018 editions of the NW Animation Fest, one of the largest showcases of animated films in the USA. With over 150 titles screened annually at historic theaters located in two Oregon cities, it was a great opportunity to evaluate and recognize the creative talent of animators from around the world.

Reviewer, SIGGRAPH-Asia Computer Animation Festival

Nov 2017

In November 2017, the 10th edition of the yearly SIGGRAPH conference in Asia was held in Bangkok, Thailand. During this conference, the Computer Animation Festival received almost 500 film submissions. I had the honor of being invited to serve as a juror to select the films that would be showcased in the festival.

DragonCon Panelist: 'Making & Breaking Down an Animated Short'

Sep 2017

I was invited to participate in a panel discussion titled 'Making and Breaking-down of an Animated Short' at the annual DragonCon event, which was featured in the Animation Track. During the talk, we discussed the process of creating an animated short film from start to finish, common challenges that may arise during production, and strategies to overcome them. The panel also featured a showcase of films created by the participating panelists.

EVENT EXPERIENCE

Collab-Fair: Quarterly, interdepartmental event at SCAD

2014 - Present

- Initiated and organized Collab-Fair - a quarterly interdepartmental event at SCAD that provides a platform for Digital Media students to showcase their projects and seek out collaborators.
- The event attracts an average of 300 participants comprising students, faculty, and staff each quarter. A detailed breakdown of the participation is compiled and shared via email after each event.
- Collab-Fair is a crucial element of the senior project structure at SCAD-ATL Animation, as it facilitates collaboration among students without which their projects would largely rely on individual efforts.
- Collaborated with CAS (Career and Alumni Success), ISSO (International Office), CS3 (Counseling), SCADFit (SCAD Gym), and Admissions teams to enhance the event's programming and increase student success.
- Successfully transitioned the event to a remote format during the COVID-19 pandemic, with no decline in the previously mentioned level of participation.

In Collaboration with ISSO

2022 - Present

An annual event was curated in collaboration with the International office (ISSO) to enhance awareness among the international population at SCAD about the processes involved in acquiring internships, visas, and green cards. At the end of the event, student questions were fielded and resources for ISSO were shared.

'An Introduction to Blender with Jason van Gumster'

Feb 2022

I moderated an event featuring Blender Guru, Jason van Gumster, who provided an introduction to the software and its various applications, including 3D modeling and 2D animation with the Grease Pencil tool. The event was tailored towards our students and faculty.

'Star Trek: Prodigy', SCAD AnimationFest

Sep 2021

During the fall of 2021, I moderated a one-hour event for AnimationFest titled 'Star Trek: Prodigy'. The event featured interviews with several key members of the production team including line producer Jen Gay, director/co-executive producer Ben Hibbon, supervising producer Patrick Krebs, and lead look development artist Nickie Monteleone. The discussions focused on their new animated series airing on Paramount+. The event also included a screening of the show's trailer, a moderated panel discussion with the guests, and concluded with a Q&A session where students were able to ask questions.

'Road to Blender - A discussion with Jason van Gumster'

Nov 2020

I moderated an event with Jason van Gumster, a Blender expert, where we discussed various topics such as the trend towards open-source software, the applications of animation in various fields beyond gaming and production, and answered questions from the students who attended. Approximately 30 students participated in the event. Jason is a moderator on BlenderArtists.org, hosts his own podcast on open-source software, and has extensive experience working in the animation industry.

'Undone', SCAD AnimationFest

Sep 2020

I moderated an hour-long event for AnimationFest called 'Undone' featuring a discussion with the creators, Kate Purdy and Raphael Bob-Waksberg, regarding their new animated series hosted on Amazon Prime. The event involved showcasing a trailer of 'Undone' and moderating a discussion with the guests about the series as well as their other acclaimed series 'BoJack Horseman', followed by a student Q&A session.

MEMBERSHIPS

Visual Effects Society (VES)

2016 - Present

Active Member

The Visual Effects Society (VES) is a professional and esteemed honorary society that is committed to advancing the arts, sciences, and practical applications of visual effects. Furthermore, the VES strives to enhance the well-being of its members by providing opportunities for professional development and education, cultivating a sense of community, and promoting industry recognition of outstanding achievements.

ACM-SIGGRAPH

2016 - 2019

Pioneer Member

ACM SIGGRAPH is dedicated to promoting and nurturing innovation in the fields of Computer Graphics and Interactive Techniques. It serves as a prominent hub for fostering the creation, promotion, and dissemination of information related to these fields, with the aim of becoming the leading community and driving force for advancing these industries. The Pioneer Members of ACM SIGGRAPH are a distinguished group of professionals who have made significant contributions to the industry and are recognized through an exclusive annual reception held in their honor.

ASIFA-Hollywood

2016 - 2019

Professional Member

ASIFA-Hollywood is a non-profit organization based in California, dedicated to promoting and encouraging the art and craft of animation. With over 35 years of experience, the International Animated Film Society serves as a platform for professionals and enthusiasts alike to engage in the advancement of this art form.

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DEPARTMENTAL/UNIVERSITY SERVICE

Faculty Advisor, SCAD-Atlanta Digital Sculpting Club. (Fall 2017 - Fall 2018)

Faculty Advisor, SCAD-Atlanta Riggers Inc. (Fall 2015 - Present)

Academic Supervisor, Student Internships. (Fall 2015 - Present)

Graduate Coordinator, Animation Department. (Fall 2014 - Fall 2022)

Creator and Organizer, Quarterly Collab-Fair. (Fall 2014 - Present)

Committee Member, Student Support Faculty Council. (Fall 2014 - Present)

Co-Creator, Character Technical Direction Minor. (Fall 2011)

Jury Member, MFA/MA Reviews. (Fall 2010 - Present)

Participant, SCAD-Day. (Fall 2010 - Present)

PROFESSIONAL DEVELOPMENT

SCAD C.A.R.E.S. Training - addressing distress and the suicide epidemic.

Title IX: A Community of Respect.

Compliance: SCAD Legal and Ethical Standards.

SCAD CAREs Suicide Prevention Training.

50 Ways to Fight Bias.

Diversity and Inclusion.

LANGUAGES

English (fluent), Hindi (fluent), Marathi (native)

REFERENCES

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