Sarah Greifer

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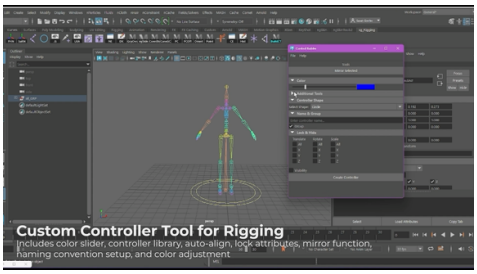


Custom Controller Tool

This is a tool for building customized controllers for rigging workflows in Autodesk Maya, utilizing Python programming. The main features of this tool are a color slider based on Maya's drawing overrides, a custom controller library that is editable and can be added onto, auto-align to object or joint, lock and hide transformation attributes, mirror functionality, auto-naming convention and hierarchy, and post creation color adjustment. This tool is available on GitHub.

Dragon Girl Rig

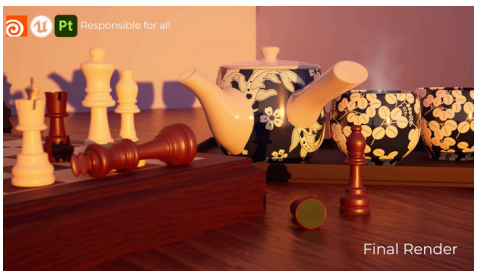
This is a rig I created for a dragon girl model and was built inside of Autodesk Maya. She has multiple advanced features including FK/IK switches for the legs and arms, custom space-switching, an IK stretchy spine, stretchy arms and legs, foot/ball/ankle roll presets, as well as hand presets among other features. The clothes were also modeled and simulated by me using Marvelous Designer.

Antarctic Research Station Environment Model

This is a modeled environment made entirely by me using Autodesk Maya, Adobe Photoshop, and Adobe Substance Painter. The concept for this environment is the lab space of a climate scientist working in Antarctica. She has a crochet hobby as well. The machine on the right is a Dobson Spectrophotometer, an ozone measuring machine utilized by climatologists.

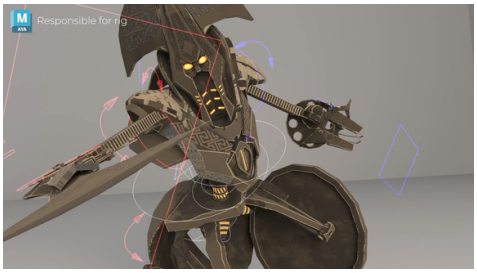
Dancing Cloth Simulation

This is a cloth simulation I worked on. The clothes (cardigan, shirt, and pants) were modeled in Marvelous Designer and then exported into Autodesk Maya for cloth simulation. The model was found on CG Trader and animated using Mixamo.



Still Life Model with Hot Tea

This environment was procedurally modeled in Houdini and comprises a Japanese tea set, chess board and pieces, and steam. I was responsible for all aspects of creation including modeling, texturing, lighting, and simulation. I used Adobe Substance Painter for textures and Unreal Engine 5 for the pyro sim (via Niagara) and lighting.



Dwemer Sphere Rig

This is a rig I created for a mechanical character known as a Dwemer Sphere. The rig was done in Autodesk Maya. I rigged all parts of the machine so that it can be moved freely. I also used a MEL expression to adjust wheel velocity and an expression to make the entire body vibrate.