NK Portfolio

NIRANJAN KALYANASUNDARAM

Portfolio Description Sheet

Portraits

These drawings are a couple of portraits created during drawing class. The models for these sessions were fellow class students.
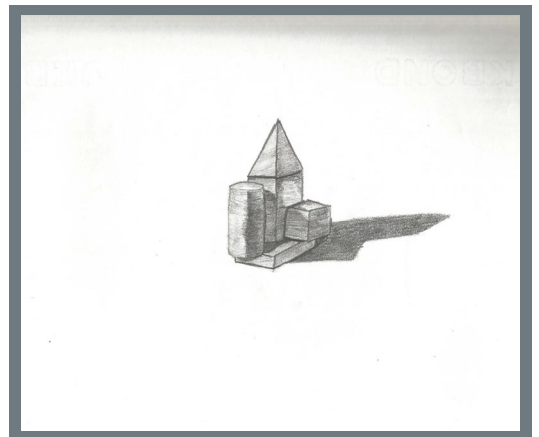
Medium: Pencil on Paper
Models: M Nishanth (Left), KV Sreemurugan (Right)

Still Life

These is an examples of a still life drawing from drawing class. The focus was on paying attention to the lighting, shadows, and texture of the subject.

Medium: Pencil on Paper

Stick Figures

This collection of stick figure drawings was created in drawing class to obtain control over proportions and to study human posture and its influences on visual expression.
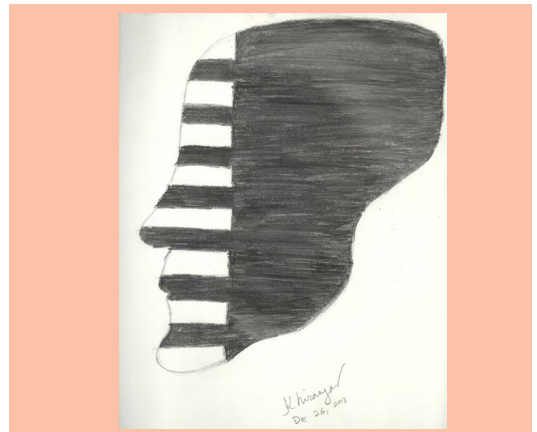
Medium: Pencil on Paper
Figures: Posable mannaquin puppets

Piano Head

As the name suggests, this piece of artwork represents the head of a one who (like me) is obsessed with pianos. The inspiration for this drawing struck when sketching human skulls, and took no more than 5 minutes or so to complete.
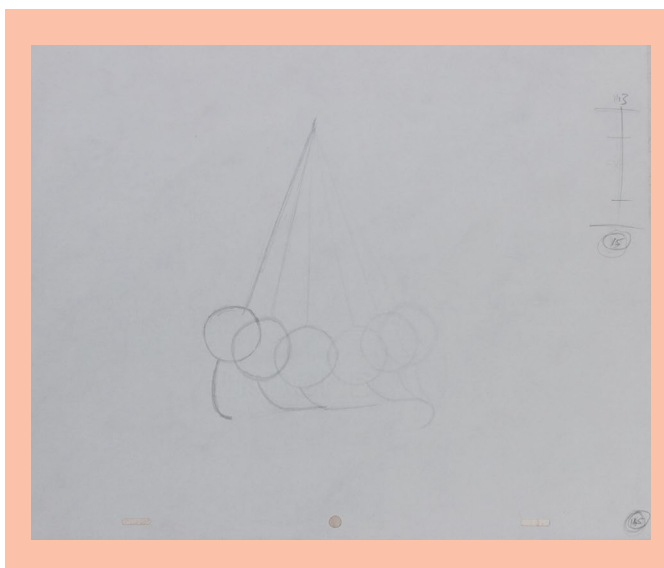
Medium: Pencil on Paper

Anime Sketches

These are a few sketches experimenting with the Manga style of drawing. The characters and poses in these drawings are based on source material by Mark Crilley.

Medium: Pencil on Paper
Characters & Poses: Designed by Mark Crilley

Traditional Animation

This is a demo reel consisting of a series of traditional hand-drawn animation exercises, animated on two's (double exposure).

Medium: Pencil on Paper
Tools Used:

Adobe Photoshop (to clean and align images)
Adobe After Effects (sequencing frames as video)

Fire Crackers

These are photos capturing the motion of handheld firecracker sparklers during the celebration of the Hindu festival of Diwali. My intention was to capture the movement of the light source, creating a light trail representing an exaggerated version of the persistence of vision experienced by the human eye.

Camera: Canon Rebel T3 DSLR
Lens: Canon 50mm Prime Lens
Model: Kalyanasundaram Ramasubramanyam
Post Processing: Adobe Photoshop Lightroom
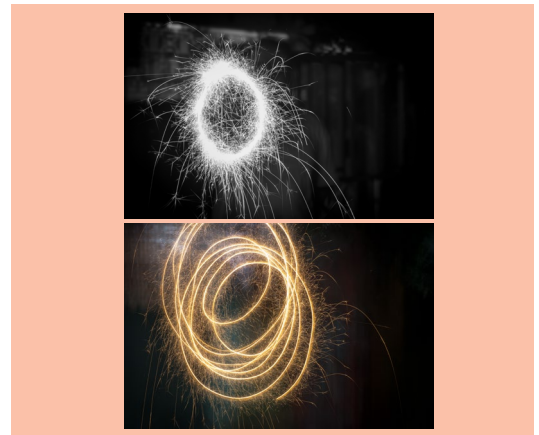
Oil Lamps

This photos was taken during Karthigai, the Indian festival of lights. Being surrounded by oil lamps provides a sense of warmth and happiness during times of reduced daylight. Through this snaps, I have attempted to capture the juxtaposition of illumination in darkness.

Camera: Canon Rebel T3 DSLR
Lens: Canon 50mm Prime Lens
Post Processing: Adobe Photoshop Lightroom


Landscapes

These are landscapes and skyscapes that left me awestruck when traveling in South India. I have done my best to capture their natural scenic beauty.

Camera: Canon Rebel T3 DSLR,
Samsung S7 Edge Phone (Top Right)

Lenses: Canon 18-55mm Kit Lens,
Canon 10-18mm Wide Angle Lens

Post Processing: Adobe Photoshop Lightroom,
Adobe Photoshop

Location: Chennai, TN, India (Top Right)
Kodaikanal, TN, India (Bottom),
Munnar, KL, India (Top Right)
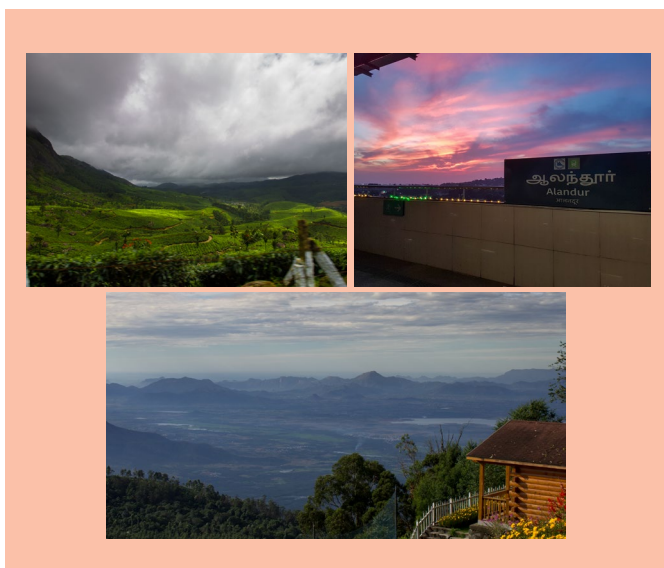
Product Photography

Product photography is one of my favorite types of photography. These provided snaps are selected from a collection of images shot over a period of several years. My objective was to emphasize the beauty of each product in a way that showcases its uniqueness.

Camera: Canon Rebel T3 DSLR, Redmi Note 3 Phone (bottom right)
Lens: Canon 50mm Prime Lens
**Post Processing**: Adobe Photoshop Lightroom

Ancient Architecture

This is a photograph of an ancient temple located in Irumbadi, a small village in Tamil Nadu, India. This temple is believed to have been constructed under the rule of the Pandiya King around the 10th - 15th century. What appealed to me, beyond the temple itself, was the simplicity of the place in which it was erected. I tried to capture the venerable age of this ancient shrine along with its modest surroundings.

Camera: Canon Rebel T3 DSLR
Lens: Canon 18-55mm Kit Lens
Post Processing: Adobe Photoshop Lightroom, Adobe Photoshop
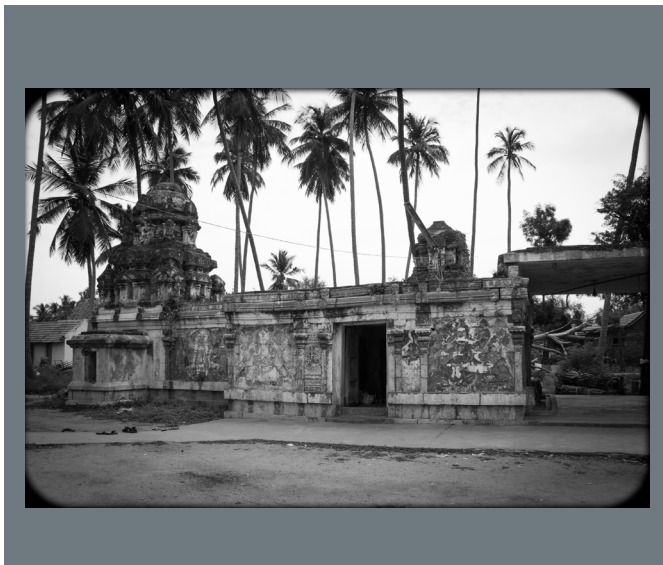
Fluid Simulation

This is the "making of" video of a personal project where I experimented with Maya's Bifrost fluid simulation engine. I was surprised to find that the engine used a particle-based approach to simulation, rather than using voxels. Once the particle emissions are tweaked, a polygonal object is created with each particle serving as a vertex on the surface of the mesh. This approach made it much easier to control the simulation than the traditional voxel-based fluid simulation process.
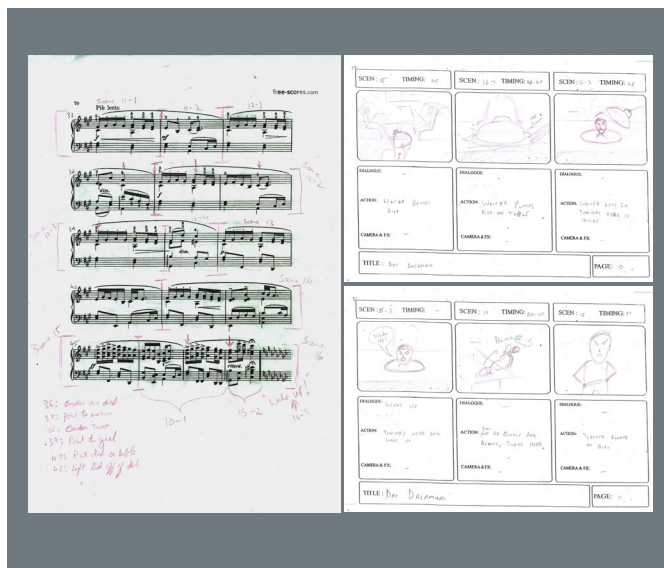
Tools Used:
        Autodesk Maya
        Autodesk Maya Bifrost (Particle Simulation)
        Mental Ray (Lighting & Rendering)
        Adobe Photoshop (Creating Color Maps)
        Crazy Bump (Creating Normal Maps)
        The Foundry Nuke (CGI Compositing)
        Adobe Premiere Pro (Editing & Sound Mixing)
        Adobe After Effects (Compositing the "Making of" video)

Music:
        Greasy Wheels - licensed by Apple Inc
        Half Dome - licensed by Apple Inc

Tools Used:
        Autodesk Maya
        Mental Ray (Lighting & Rendering)
        Adobe Audition (Prepping Audio Clips)
        Adobe Premiere Pro (Editing)
        Adobe After Effects (CGI Compositing)

Credits:

Humoresque song composed by **Anton Dvorak** (1841 - 1904)

Mery character rig courtesy of **MeryProject.com**.
        Created by: **José Manuel García Alvarez**,
        Rigged by: **Antonio Mendez**

Morpheus character rig courtesy of **JoshBurton.com**.
        Created by: **Josh Burton**

Acme character rig courtesy of **Chris Caufield** of **AcmeImages.com**.

Malcolm character rig courtesy of **AnimSchool.com**.

Day Dreaming

Inspired by Fantasia, "Day Dreaming" is an animated short where all character movement is synchronized to classical music. In order to choreograph animation to the song Humoresque composed by Anton Dvorak, I printed the song's score and scribbled notes all over it, to make the notes refer to a rough storyboard. I chose to cut the last eight measures to save time, as I felt this cadence would serve as a better ending to the movie. This short is a personal project that I worked on to develop my animation skills. As my focus was predominantly on animation, I didn't spend time worrying about lighting or shading.