

DANYAL TAREEN

F O R G E

3D artist & technical artist: modelling, rigging, FX, rendering and the tools behind them.

PORTFOLIO · 2026

DANYALTAREEN.NETLIFY.APP

ABOUT

Hi, I’m Danyal.

I’m a 3D generalist and technical artist. I model, texture, rig, animate and render for clients and my own films, and I build the tools I wish Maya had: RenderForge (a real-time path tracer), Forge FX (a simulation engine) and Danyal Rig Builder (an auto-rigger with 250+ downloads).

I’ve worked with AssetHub (Sanrio VR), Wakhra Studios (Drone Cats), SHYLD and clients on Upwork, from VR-ready characters to medical-device design.

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01 Caught

02 RenderForge

03 Forge FX

04 Danyal Rig Builder

05 Sapphire Fragrances

06 Sanrio VR

07 SHYLD

08 Drone Cats

09 Character V

10 Pacific P16

11 Diesel Generator

12 Forceps & Hard Drive

13 UI / UX Design

01

Caught

Personal short film

OVERVIEW

A moody hypercar reveal: light raking through blinds, a laser-lit vault, a turntable reveal and a red-lit finale. My most recent animation.

WHAT I DID

Made end to end with tools I built myself, and rendered in RenderForge, my real-time path tracer for Maya.

TOOLS

Maya · RenderForge · my own pipeline tools







02

RenderForge

Real-time path tracer for Maya · in development

OVERVIEW

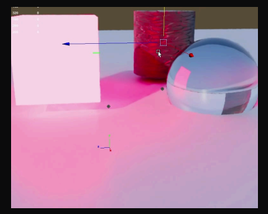
A complete render suite for Maya 2023: a real-time ray-traced viewport, final-frame path tracing with DLSS reconstruction, and an FX engine called Flow, inspired by tyFlow (itself inspired by 3ds Max's PFlow).

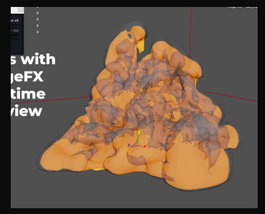
HIGHLIGHTS

Live material preview · Forge FX simulations previewed live in the viewport · works with Danyal Rig Builder rigs · a 4K test frame rendered in 2 min 23 s.

STATUS

In active development, planned as a monthly or perpetual licence.



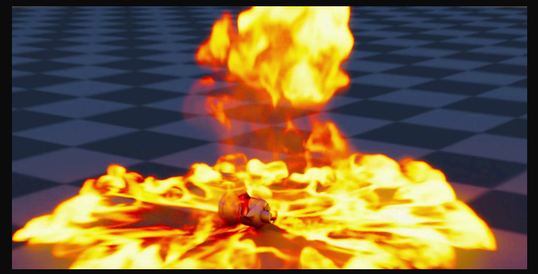


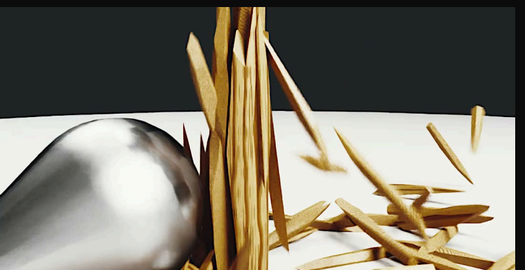


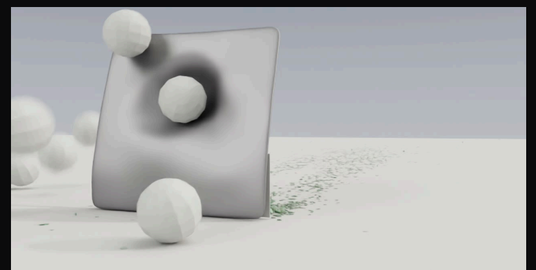


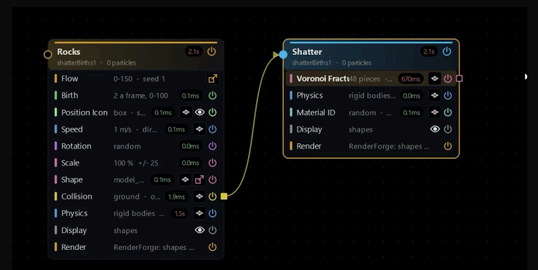












03

Forge FX

Simulation engine for Maya

OVERVIEW

My own FX toolkit inside Maya: fracture, rigid bodies, metal bending, glass cracking, fire and smoke, and FLIP water, all driven from a node-based Flow editor.

WHY BUILD IT

To get tyFlow-style procedural FX inside Maya, previewed live in RenderForge instead of round-tripping through other packages.

04

Danyal Rig Builder

Auto-rigger for Maya · free on GitHub

OVERVIEW

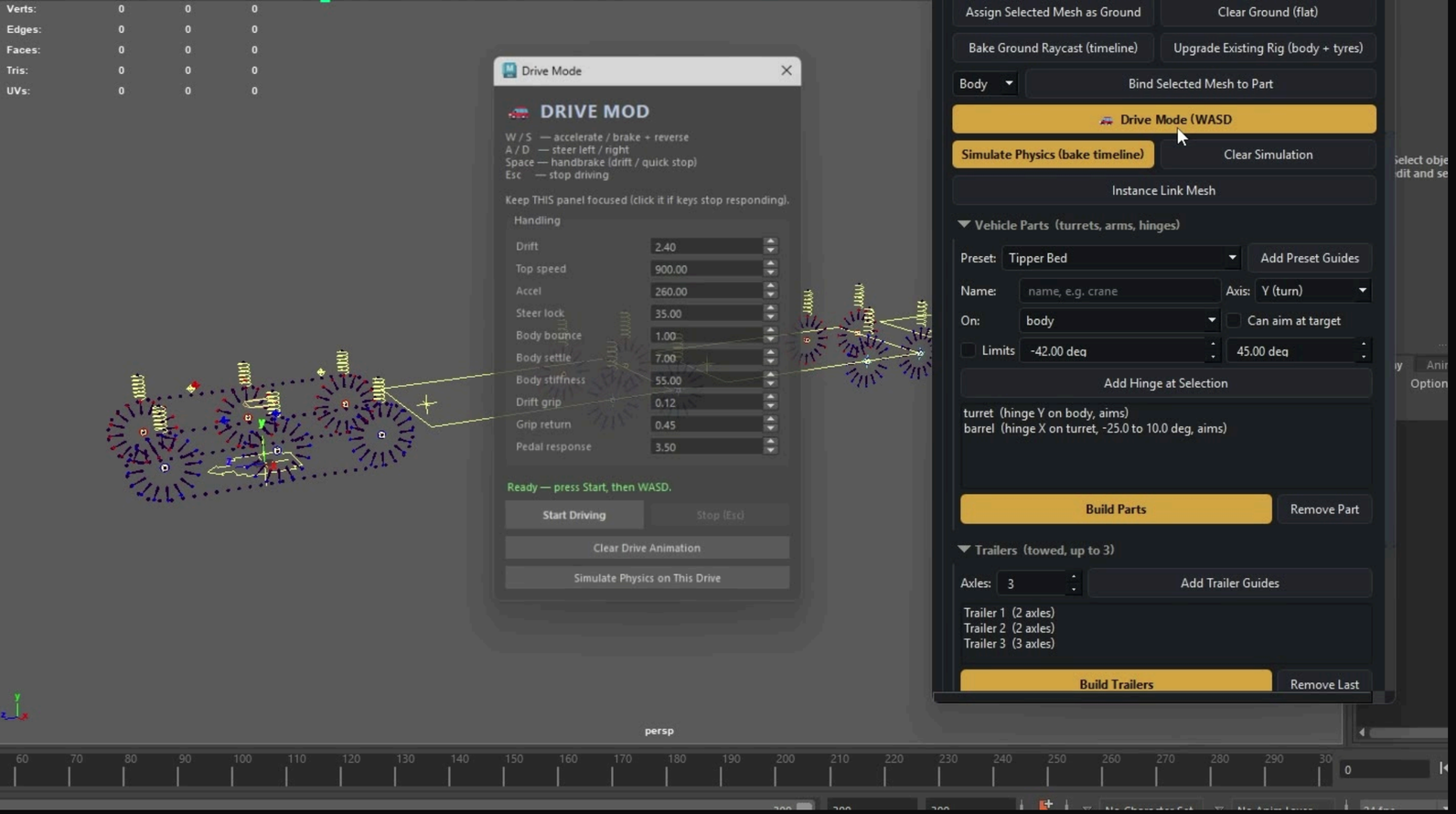
Started as a simple human auto-rig skinned with ngSkinTools, and grew into a full rigging tool: bipeds, quadrupeds, vehicles, motorcycles and bicycles.

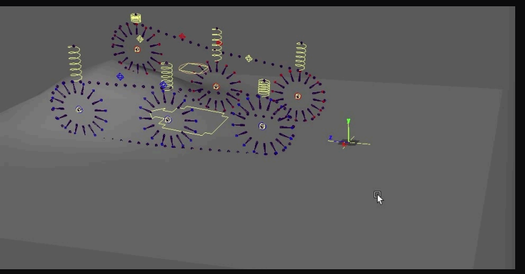
FEATURES

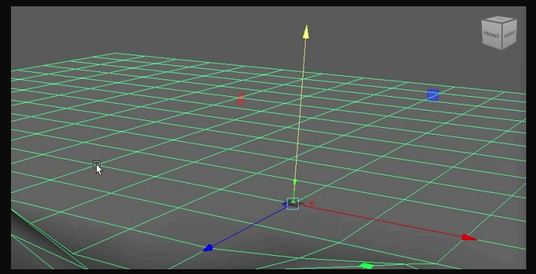
WASD auto-walk with ground collision · 2- and 4-wheel driving · tank treads that react to the ground · PhysX simulation bake · turret rigs with aim · up to three trailers.

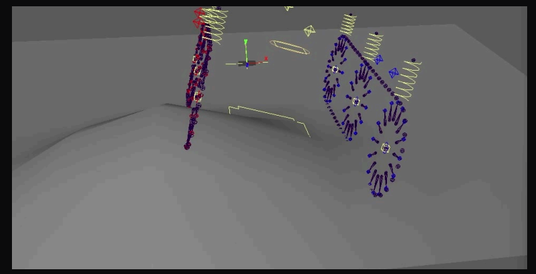
CHALLENGE → RESULT

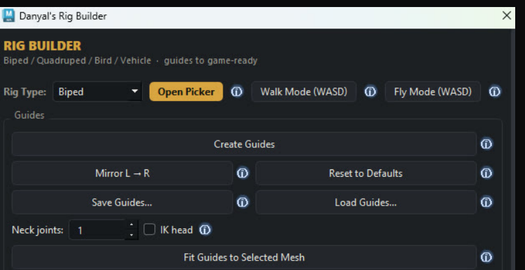
The big question was whether anyone would use it. It's free on GitHub and has passed 250 downloads.

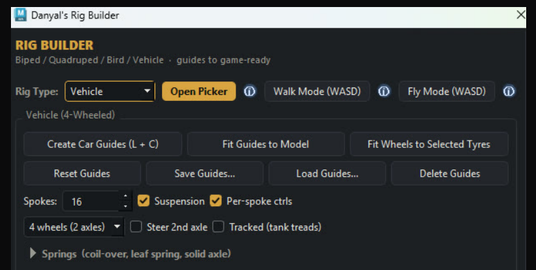


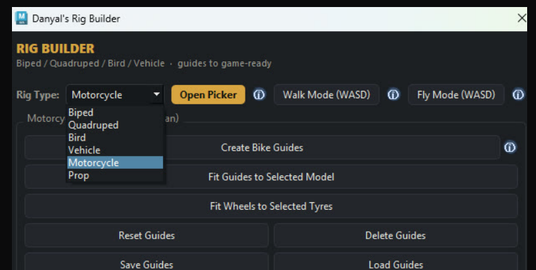














05

Sapphire Fragrances

Product visualisation & animation

OVERVIEW

Product stills and short vertical animations across the Sapphire range (Victor, Infinite, Dream, Amaze, Impulse, Charm, Bohemia, Pleasure, Wonder and Illusion), including packaging renders and 9:16 social reels.

WHAT I DID

Bottle and packaging look-dev, lighting, set dressing and product animation.







06

Sanrio VR

AssetHub · for a Japanese client

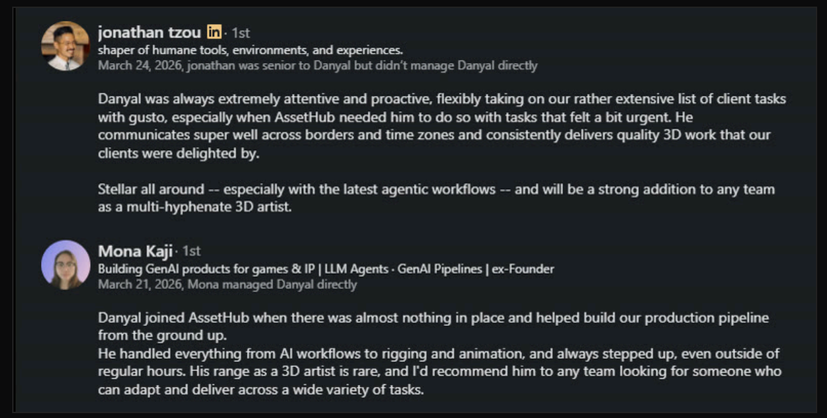
BRIEF

Create VR-ready 3D characters for Sanrio VR: generated with AI first, then retopologised into clean low-poly models.

WHAT I DID

Rebuilt the girl and boy characters and all of the boy's props, and recreated Hello Kitty from the client's reference PDF, accurate down to each whisker and hair, because that's the trademark.

FEEDBACK



jonathan tzou · 1st
shaper of humane tools, environments, and experiences.
March 24, 2026, jonathan was senior to Danyal but didn't manage Danyal directly

Danyal was always extremely attentive and proactive, flexibly taking on our rather extensive list of client tasks with gusto, especially when AssetHub needed him to do so with tasks that felt a bit urgent. He communicates super well across borders and time zones and consistently delivers quality 3D work that our clients were delighted by.

Stellar all around -- especially with the latest agentic workflows -- and will be a strong addition to any team as a multi-hyphenate 3D artist.

Mona Kaji · 1st
Building GenAI products for games & IP | LLM Agents · GenAI Pipelines | ex-Founder
March 21, 2026, Mona managed Danyal directly

Danyal joined AssetHub when there was almost nothing in place and helped build our production pipeline from the ground up.
He handled everything from AI workflows to rigging and animation, and always stepped up, even outside of regular hours. His range as a 3D artist is rare, and I'd recommend him to any team looking for someone who can adapt and deliver across a wide variety of tasks.



07

SHYLD

Medical device & trade-show visualisation

BRIEF

My first big client. It started with an animated stage lightbox with moving headlights and a 3D trade-show booth for a 2022 expo, then a chair, two TV stands and two retractable banners.

DEVICE DESIGN

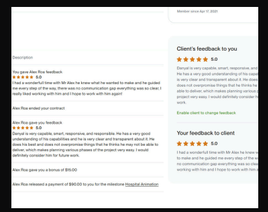
They then asked me to design and render SHYLD, their medical device. After several concepts they chose the triangular design.

RESULT

The triangular model was built for real and is now in medical testing in New York.









08

Drone Cats

Wakhra Studios

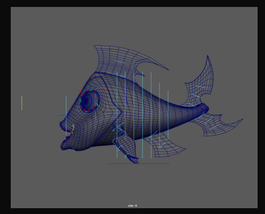
ROLE

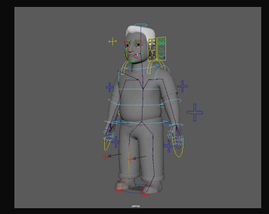
Character rigging and some character animation on the Drone Cats series.

APPROACH

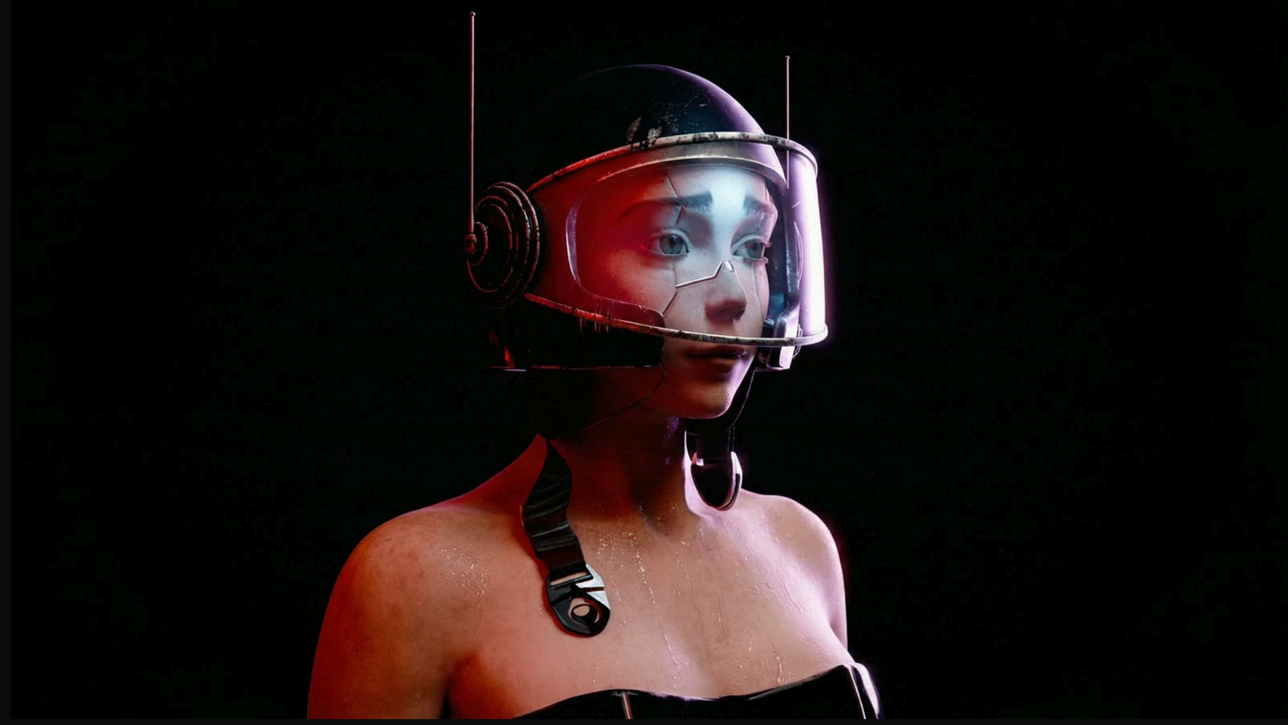
Rigs built with Advanced Skeleton.











09

Character V

Personal character

OVERVIEW

A lifelike human character inspired by cyberpunk.

WHAT I DID

Modelled from scratch, and textured from scratch in ZBrush and Substance Painter.

TOOLS

ZBrush · Substance Painter

10

Pacific P16

Upwork · for a VR game

BRIEF

A Pacific P16 truck for the client's VR game, high-poly first, then low-poly.

WHAT I DID

Built the high-poly model from scratch, including the full chassis. The client's in-house team handled the low-poly.







11

Diesel Generator

Hard surface · personal

OVERVIEW

I love mechanical things, so I built a detailed diesel generator engine and its enclosure from scratch.

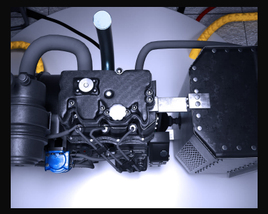
WHAT I DID

Modelled every detail in 3ds Max, added the welds with a weld modifier plugin (which I later rebuilt for Maya), and rendered it in V-Ray.

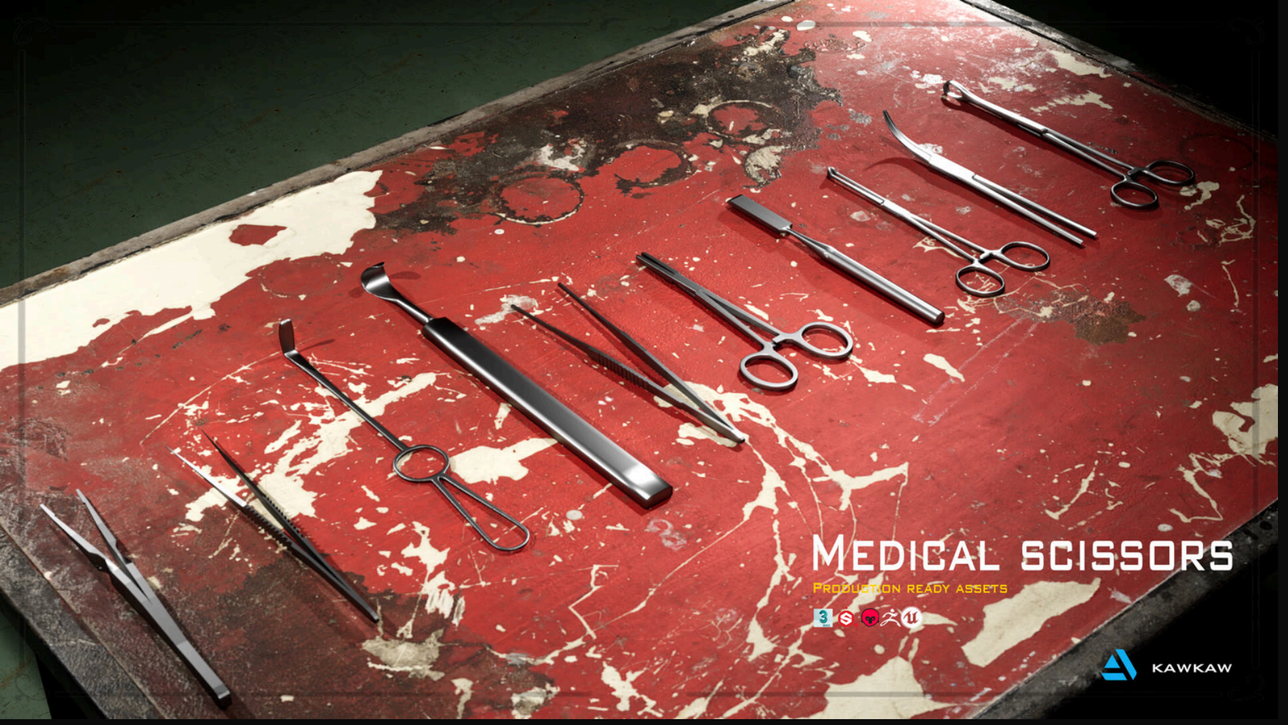
TOOLS

3ds Max · V-Ray











12

Forceps & Hard Drive

Asset studies

MEDICAL FORCEPS

Production-ready surgical instruments modelled from real forceps and listed on TurboSquid.

HARD DRIVE

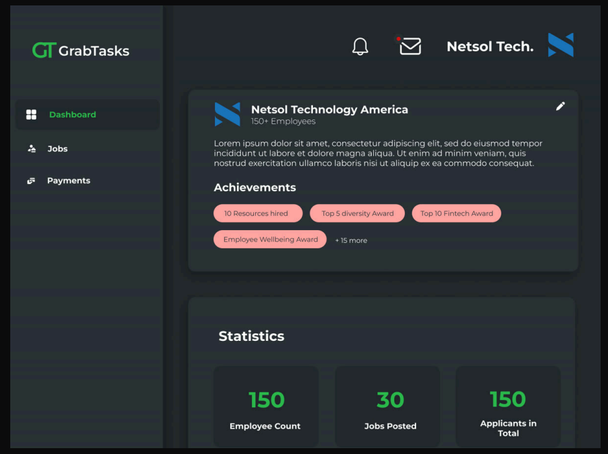
A showcase of worn, scratched metal surfaces.

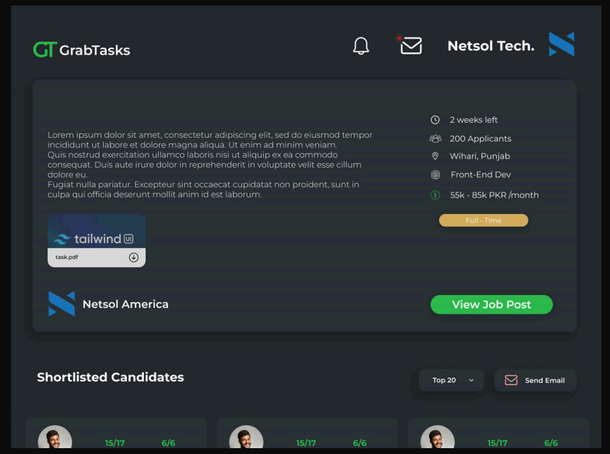
UI / UX Design

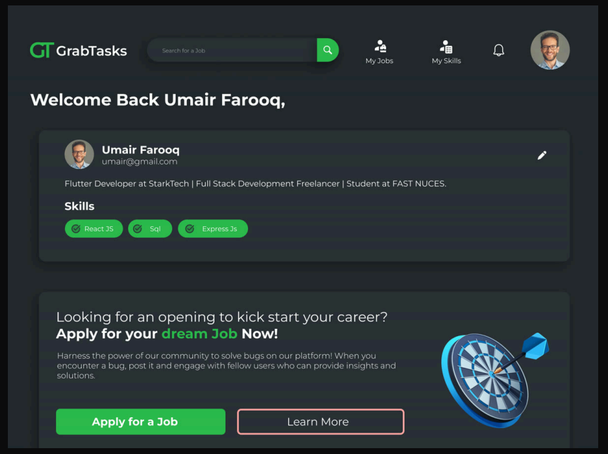
Product & web interfaces

GrabTasks

Freelance marketplace: dashboards, jobs, candidates and profiles

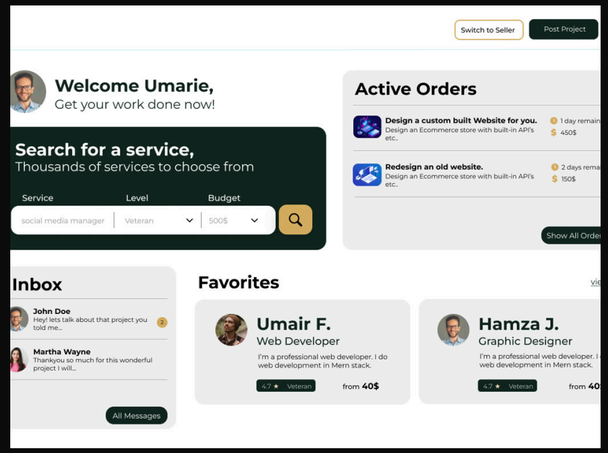


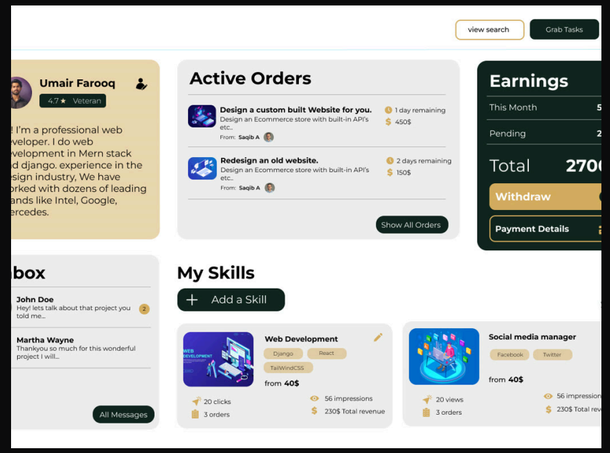


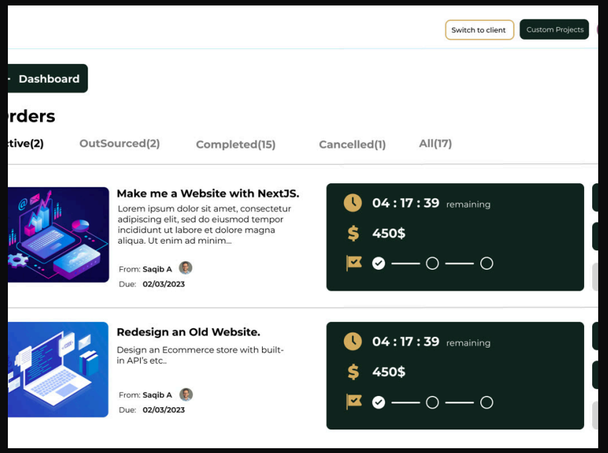


E-lance

Services marketplace: search, orders, inbox and earnings

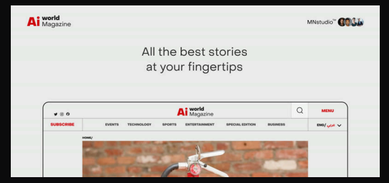




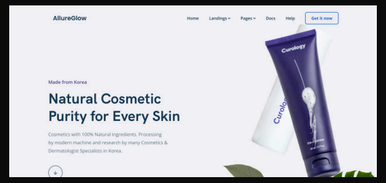


Web concepts

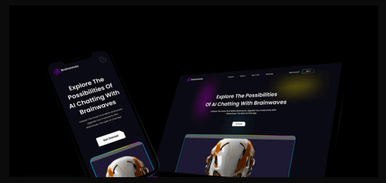
26 website & app designs



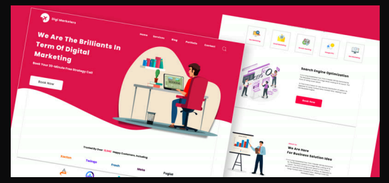
Ai-Magazine Website



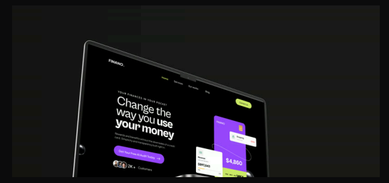
Allure Glow



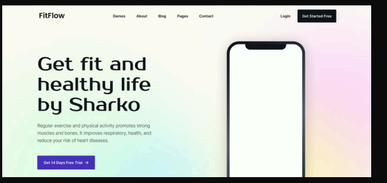
Brainwaves



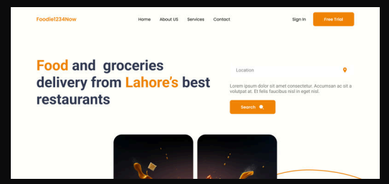
Digimarketers



Finano



Fitflow



Food Website



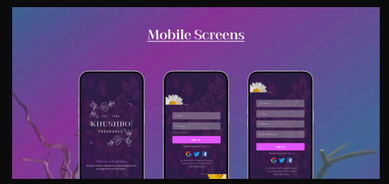
GearMaster



GYm



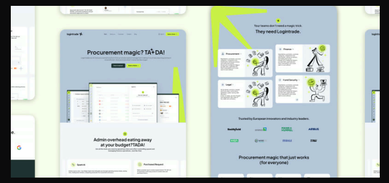
Insighthub



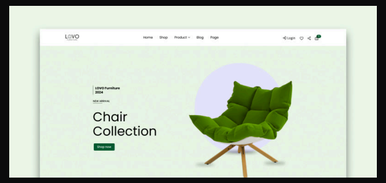
Khushboo



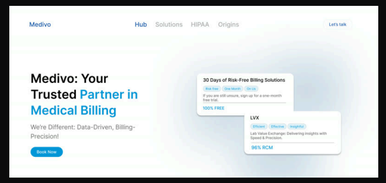
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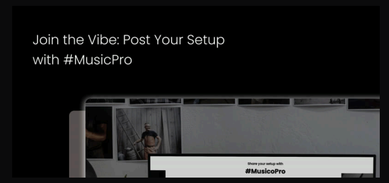
Lovo



Medivo



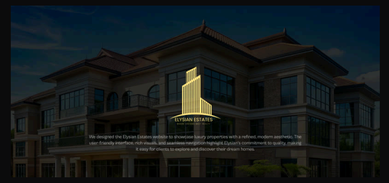
Moviezone



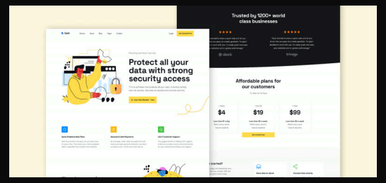
Music



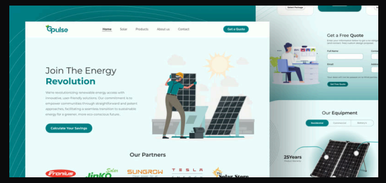
Osiris



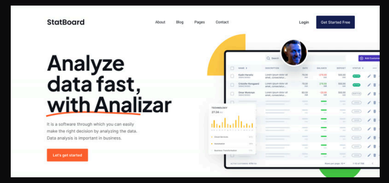
Real Estate



Sark



Solar



Statboard



Tripify



Tvf

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FORGE

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