



Sharkawi Che Din (Assoc. Prof. Dr. Ts.)

Contact

Position:

Prof Madya | Associate Professor
Puncak Alam
Selangor
Malaysia
sharkawi237@uitm.edu.my
03 3258 5816

Profile

Qualification and Granting Institution

- Doctor of Philosophy in Education (Animation Education), Universiti Teknologi MARA
- Master of Fine Art, (Computer Arts), Savannah College of Art & Design, USA.
- Bachelor of Computer Graphic Design, Wanganui, New Zealand.
- Diploma in Computer Graphic Design, Wanganui, New Zealand.

Areas of Expertise

- Computer Animation, Virtual Reality, Digital Imaging, Multimedia and Educational Psychology.

Research Interest

- 3D Animation, Multimedia in Education, Virtual Reality, Game Design

Invention, Innovation and Design Awards

- Ibnu Khaldun Best Poster Award, International Conference & Exposition Islamic Invention & Innovation 2017, UiTM Melaka (2017)
- Al Khawarizmi Design Award, International Conference & Exposition Islamic Invention & Innovation 2017, UiTM Melaka (2017)
- Gold Award, International Conference & Exposition Islamic Invention & Innovation 2017, UiTM Melaka (2017)
- Gold Medal, The 1st. International Malaysia-Indonesia Symposium on Innovation and Creativity (iMIT SiC2017) UiTM Perlis. 2017
- Silver Award, International Invention & Innovative Competition, InIIC, MNF-Network, Kuala Lumpur. 2017
- Silver Award, International Exposition on Syariah Compliant Idea, Invention, Innovation & Design, UiTM Malaysia (2016)
- Grand Prize, Canon-PhotoMalaysia Digital Photography Contest 2011
- First Prize, Canon Photomarathon Photograhya Contest 2010
- Excellent Service Award 2009
- First Prize, Malaysian Nature Photographer of the Year 2009, National Zoo, Kuala Lumpur.
- Grand Prize, Digital Camera Magazine online Photography Contest 2008 (Malaysian Edition).
- International Garden Photographer of the Year, 2007. Finalist in category "Life in the Garden", England, 2008.
- PhotoLife International Magazine, Canada. People at Work, Showtime features, 2nd Place, April 2004.
- The Best Top Ten in 3D Illustrations, Corel World Design Contest, Canada. Entry title: The Golden Ants, 1999.
- The Best Top Ten in 3D Illustrations, Corel World Design Contest, Canada. Entry title: Cherry, 1999.
- Best of Show, Strata Media Contest 98, 3D Animation and Fine Arts, USA, 1998.
- 2nd Price, Strata Media Contest 98, 3D Illustrations, USA, 1998.
- MetaCreations International Arts and Design Awards. 2nd Price in Animation Category (Professional) "Time Passage I", 1997.
- MetaCreations International Arts and Design Awards. 2nd Price in Animation Category (Professional) "Time Passage II", 1998.
- Awards of Excellence, 17th Annual College Photography Contest, The Photographer's Forum Magazine, California, USA, 1997.
- Awards of Excellence, 17th Annual College Photography Contest, The Photographer's Forum Magazine, California, USA, 1996.
- Grand Prize, Kodak Discovering Moments, Kodak-NST, Photography Contest, Kuala Lumpur, 1994.

Special Awards

- **Propes Fellowship Awards for The Best of 3D Animation Portfolio for MFA in Computer Arts**, Savannah College of Arts & Design, USA, 1997.
- **Awards of Outstanding Achievements in 3D Animation** from Mark Zimmer, Founder of MetaCreations Corp, California, USA, 1998.

Membership

- Member of International Visual Literacy Association, USA (IVLA).

International Appointment

- Adobe Education Leader (AEL, 2017, 2018, 2019), Higher Education, Asia Pacific Region, Adobe Systems Incorporated, USA.
- Adobe Partner by Design (2018-2019), Adobe Systems Incorporated, USA.

Publications

Books

- **Animasi 3D Lanjutan** (2017) Dewan Bahasa dan Pustaka Kuala Lumpur.
- **Media Digital** (2016) Dewan Bahasa dan Pustaka Kuala Lumpur.
- **Animasi 3D** (2000 and re-printed in 2006/7), Dewan Bahasa dan Pustaka, Kuala Lumpur.
- **Animasi 3D: Asas Permodelan dan Teknik Animasi**(2007), Dewan Bahasa dan Pustaka, Kuala Lumpur.
- **Animasi dan Reka Bentuk Penerbitan Tingkatan 4 dan 5.** (2007), Dewan Bahasa dan Pustaka, Kuala Lumpur.
- **Menyemai Kasih** (1991), Puisi remaja, Dewan Bahasa dan Pustaka, Kuala Lumpur.
- **Menterjemah Pertarungan** (1990, Editor), Dewan Bahasa dan Pustaka, Kuala Lumpur.

Research

- *'Applications of 3D Animation and Visual Effects in local feature films. Studies on the effects and problems'*, 2000-2002 – Completed. (Unimas short-term research grant)
- *"3D Digital Visualization of Mulu Caves: A Comparison between two organic VRML Models for Sarawak Tourism"*2002-2003 – Completed. (Unimas short-term research grant)
- *"Enhancing Realism in Virtual Models of Iban Longhouses; Comparisons between Models and Image Based Virtual Environments of Original and Miniaturized Longhouses"*2002-2003 - Completed (Unimas short-term research grant).
- *"Bario in Profile"* (1996), Photography documentation on Kelabit's Longhouses and Lifestyles (Unimas short-term research grant).

Chapters in Books (International Publications)

- **The RayDream Handbook 2nd Ed**, Published by Charles River Media, California, USA, 1998.

Chapters/Topic:

Illusion of Form p174-180

Creating an Animated Fountain p437-442

Collection of 3D renderings, 'flower' p7, 'runners' p8.

- **The ElectricImage Handbook**, Published by Charles River Media, California, USA, 1999.

Chapters/Topic:

Illusion of Form p309-317

Monochromatic Palette p318-326

Collection of 3D renderings 'landing' p337, 'travel' p338.

- **Animation Tips and Tricks for Windows and Mac**(1998), by Don Foley, Peachpit Press, Berkeley, CA.

Computer Animations and New Media Related Articles

- Sharkawi Che Din, *QuickTime VR Panoramik dan Objek*, in *Dewan Siswa*. 2001, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Menyimpan Fail Digital CDRom*, in *Dewan Siswa*. 2001, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Pemilihan Format Grafik Untuk Laman Web*, in *Dewan Kosmik*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Mengimbas dan Pembetulan Warna*, in *Dewan Kosmik*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Memilih Format Output Klip Animasi*, in *Dewan Kosmik*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Mengaplikasikan Kesan Khas dan Animasi 3D dalam Filem Tempatan (Bhg. 1)*, in *Dewan Kosmik*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Mengaplikasikan Kesan Khas dan Animasi 3D dalam Filem Tempatan (Bhg. II)*, in *Dewan Kosmik*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Sistem Partikel*, in *Majalah PC*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Membina Model dengan Objek Promitif*, in *Majalah PC*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Menghasilkan Permukaan Metalik*, in *Majalah PC*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Memilih Format Output Animasi*, in *Majalah PC*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Menghasilkan Kesan Partikel Bunga Api*, in *Majalah PC*. 2002, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Pengenalan Motion Graphics*, in *Dewan Siswa*. 2003, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Menguasai ILusi Masa dan Pergerakan*, in *Dewan Siswa*. 2003, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Membina Karektor 3D*, in *Majalah PC*. 2003, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Menganimasikan Objek 3D*, in *Majalah PC*. 2003, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.

- Sharkawi Che Din, *Menimbulkan Impak dengan Kamera Maya*, in *Majalah PC*. 2003, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Pengurusan Warna*, in *Dewan Kosmik*. 2004, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Membina Profile*, in *Dewan Kosmik*. 2004, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Mengedit Fail Digital 16 Bit*, in *Dewan Kosmik*. 2004, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Proses Pembetulan Warna yang Tepat*, in *Dewan Kosmik*. 2004, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Proses Rekaan Permainan Video dan Komputer*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Memaksimumkan Kualiti Imej Foto Digital*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Histogram*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Perisian Media Digital*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Pengenalan Resolusi*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Menambahkan Kontras dan Kepekatan Warna*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Pengenalan Video Digital*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Animasi 3D dan Cabaran Pendidikan Alaf Baru*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Menguasai Warna*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Teknologi Pengkompositan Digital dalam Produksi Animasi*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Menukar Imej Berwarna kepada Monokromatik*, in *Dewan Kosmik*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Asas Graph Editor atau FCurve*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Endomorph dan Animation Slider*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *QTVR Object*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *3DS Max: Pengenalan User Interface*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Kaedah Permodelan Polygonal dalam 3DS Max*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Kaedah Permodelan NURBS dalam 3DS Max*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Lathe: Teknik Asas Permodelan*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Kamera MAYA dalam 3Ds MAX*, in *Majalah PC*. 2005, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 4.
- Sharkawi Che Din, *Aplikasi Animasi 3D dalam Bidang Seni Visual*, in *Dewan Kosmik*. 2006, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Persediaan Asas Membina Watak Karektor 3D*, in *Dewan Kosmik*. 2006, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Pengenalan Lensa Fotografi Digital dan Analog*, in *Dewan Kosmik*. 2006, Karangkrak Sdn. Bhd.: Kuala Lumpur. p. 2.

- Sharkawi Che Din, *Memfaatkan Media Digital*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Aplikasi Animasi 3D*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Teknik Mencetak Foto Digital*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Mengenalpasti Alur Kerja Digital*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Memahami Asas Seni Visual dan Seni Reka Bentuk Grafik*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Memproses Imej RAW*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 3.
- Sharkawi Che Din, *Prinsip Animasi*, in *Dewan Kosmik*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Fotografi Makro*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Format RAW dan JPEG*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Arahan Mirror untuk Set Bone dan Objek 3D*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Asas Depth-of-Field*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Memahami Warna dalam Seni Visual*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Memahami Kelajuan Filem dan ISO*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Storan Fail Digital*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Komposisi*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Teknik Merakam Foto Seascape*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Teknik Merakam Foto Potret*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Teknik Merakam Foto Arkitektural*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.
- Sharkawi Che Din, *Format RAW untuk Jurufoto Digital*, in *Dewan Siswa*. 2006, Karang kraf Sdn. Bhd.: Kuala Lumpur. p. 2.