

Abstract

Professional FX TD with 3 years of Houdini experience and a background in Design and Technology

Industry Experience

Jan 2023 - Ongoing Junior FX Technical Director
DNEG (Sydney)

- Part of foundation team for George Miller's ***Mad Max: Furiosa***, initial 10 employees
- Created a Sandstorm simulation asset: multiple layers of Ground and Sky Volumes, Sandsnakes and Windlips particulates. Ingest of massive sets in alembic and USD, collision prep, per-shot changes, batch-processed by myself and other FX TDs, wedged layers' renders in Mantra, slapcomps in Nuke, QC in Clarisse, for 3 sequences
- Templated clustered Dust, Haze, Atmos simulations for up to ~15 000 crowd agents
- Choreographed glass and bullets RBD, moving Pyro Fire simulations in continuity
- RnD on Vehicle Trails and Rooster Tails: Dust, Sand, Gravel, Tire Marks simulations
- Limited Flip Oil iterations; Pyro Explosions, Heightfields and OTL contributions
- Created large-scale dust and vapour simulations for DNEG Vancouver on ***a film***
- Created sparks, muzzle flashes and smoke simulations for DNEG Mumbai on ***a film***
- Actively supported incoming FXers and participated in studio-organised events
- Troubleshooted pipeline and software-related issues, raised Jira tickets

July 2021 - Oct 2022 Junior FX Artist
Fin Design + Effects (Sydney)

- Templated a layered cloth and an intricate set of hundreds of connected wires, cables, tubes, hardware parts simulations on ***M3GAN*** with Vellum. RnD on Oil, Muzzle Flashes, Scorch Marks, Electrical Discharges, made custom deformer solver
- Created assets of Sparks, Steam, Smoke, Flags, Heathaze, Rocket Exhaust Flames, Magical String on ***Three Thousand Years of Longing***, ***Interceptor***, ***The Nevers Part 2***
- RnD: Water ripples on ***Ticket to Paradise***, flamethrower on ***The Curse of Bridge Hollow***
- Shaded and/or Rendered in Karma, Mantra, Redshift; Bashcomped in Nuke
- Buddy for an incoming Junior FX Artist, covered pipeline & best practices

Education

2020 Graduate Certificate in Animation and Visualisation
Animal Logic Academy, University of Technology Sydney

- Houdini particle FX, Renderman shading RnD on short film *Spirit*, developed a system to animate paintings based on a popsolver
- Unity HDRP RnD for a real-time rendered project *Origin*
- Basic lookdev and farm submissions using Katana

2018 - 2021 Master of Interaction Design and Electronic Arts
University of Sydney

- Project-based work with Arduino, Processing, Unity, Digital Fabrication in E.g. Assistive Technologies, Digital Placemaking, Quantified Self
- Short-Term Exchanges at [KAIST](#) (Korea, 2018) and [Aalto](#) University (2021)
- Semester Exchange at [Parsons School of Design](#) in Design and Technology E.g. working with Unity VFX Graph, C# & OptiTrack mo-cap (USA, 2019)

2015 - 2018 Bachelor of Design Computing
University of Sydney

- User-Centred Design driven project work in themes encompassing E.g. Show Curation, Machine Learning, Medical Devices
- Exhibited a [projection mapping group-project](#) at ***Vivid Sydney*** (2015)
- 2 Semesters Exchange at [Ludwig-Maximilians Universität München](#) in Mediainformatics Human-Computer Interaction, CDTM (Germany, 2016-17)

References

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