

## Curriculum Vitae

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<p><b><u>Production Experience</u></b></p> <p><b>Framestore</b> 19-23 Wells St, London, W1T 3PQ January 2014-October 2014</p> <p><b>Weta Digital</b> 9-11 Manuka Street, Miramar, Wellington, New Zealand August 2013-December 2013</p> <p><b>Reliance Mediaworks Ltd</b> 56a Poland St, London, W1F 7NN February 2012-May 2013</p> <p><b>Cinesite</b> 2 Sheraton St, London, W1F 8BH June 2010-December 2011</p> <p><b>Double Negative</b> 77 Shaftesbury Avenue, London, W1D 5DU February 2009-June 2010</p> <p><b>Framestore Commercials</b> 9 Noel St, London, W1F 8GH February 2009</p> <p><b>Realise Studios</b> 12/13 Poland St, London, W1F 8QB December 2008-February 2009</p> <p><b>Framestore/Framestore Commercials</b> July 2008-December 2008</p> <p><b>Realise Studios</b> January 2008-May 2008</p> <p><b>Nexus Productions</b> December 2007</p>	<p>Senior FX TD: <b>Jupiter Ascending:</b> Houdini , Tools/Setups and lookdev for various effects including procedural animation of enemy drones, energy effects. <b>Dracula Untold :</b> Lookdev and setup for flocking animations of bats, transmutation from characters into bats and vice versa.</p> <p>FX TD: <b>The Hobbit – The Desolation of Smaug.</b> Maya and Houdini, Dragon fire and heat haze for Smaug character. Procedural point cloud generation for fire and heat propagation for fx and lighting. Procedurally creating meniscus geometry around Smaugs eyeball.</p> <p>Senior FX TD: <b>Gijoe2, Enders Game, Black Sails,</b> Various pitching and bidding work. Setting up Houdini to use in the company , integration to pipeline, rendering to farm etc.</p> <p>Senior FX TD : <b>Harry Potter and The Deathly Hallows Pt2.</b> Houdini/Nuke Patronus effect. <b>John Carter of Mars.</b> Houdini volumetric and fluid setup for sandstorm sequences and mines. <b>Chronicles of Narnia</b> Voyage of the Dawn Treader. Fluid simulations and rendering of white witch/ghostly apparitions.</p> <p>Senior FX TD: <b>Wolfman</b> – Squirt and Maya smoke sims, blood. <b>Sorcerers Apprentice</b> – Lookdev for various magical effects. Fire and smoke simulations with in-house fluid engine Squirt, making shaders with in-house Renderman pipeline and creating comp scripts in Nuke</p> <p>Lighting TD: <b>Kia Soul</b> commercial, rendering furred creatures and environments.</p> <p>FX TD/Generalist: <b>TOTO</b> Product display animations and simulations for Japanese bathroom products company.</p> <p>Senior FX TD: <b>Australia</b> ,Volumetric dust fx ,particle <b>Audi Quattro</b> Commercial, Volumetric and particle effects</p> <p>FX TD/Generalist: <b>Mercedes Glk</b> web interactive commercial</p> <p><b>BBC 3 Idents</b> – Fluid sim for BBC 3 logo</p>

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<p><b>Framestore</b> August 2006-November 2007</p> <p><b>Digital Domain</b> 300 Rose Avenue, Venice, CA, 90291 January 2006-June 2006</p> <p><b>C.O.R.E Feature Animation</b> 416 King St West, Toronto, Ontario, CA, M5V 1K7 July 2005-December 2005</p> <p><b>Jim Henson’s Creature Shop</b> 30 Oval Road, Camden Town, UK, NW1 7DE October 2004-May 2005 January 2003-June 2004</p> <p><b>Realise Studios</b> May 2005 – June 2005 July-August 04/Sept 2004</p>	<p>Senior FX TD: <b>Chronicles of Narnia Prince Caspian</b> <b>The Golden Compass</b> – Snow and volumetric effects, lookdev/rnd. <b>Underdog</b> – Soil, debris, volumetric dust and cloud</p> <p>FX TD on <b>My Super Ex-Girlfriend</b></p> <p>Lighting TD on <b>The Wild</b> (Full CG feature film)</p> <p>FX TD: <b>The Water Giant</b> (live action/cg creature/water effects) Houdini/Realflow Fluid Effects animator. Lighting TD/Camera Tracker: <b>Five Children and IT</b> (animatronic/cg creature/ effects)</p> <p>Generalist: <b>GoldFrapp Music Video</b>, British Airways, Ford Transit, Modelling/Animating Horse and Vehicle, Object tracking/scene setup <b>Honda Accura, Ford Fiesta, Level 3, Vodafone</b> adverts. Camera/Object tracking, scene setup, animation</p>
<p><b><u>Qualifications</u></b></p> <p>2001-2002</p> <p>1997-2001</p>	<p><b>MSc Computer Animation</b> Bournemouth University, NCCA, Bournemouth, Dorset, UK</p> <p><b>BEng (Hons) Electronics and Electrical Engineering</b> Brunel University, Uxbridge, Middlesex, UK</p>
<p><b><u>Software Experience</u></b></p> <p>3D</p> <p>2D</p> <p>Scripting/Programming</p>	<p>Houdini, Maya, Realflow, 3D Equaliser, Boujou, Renderman, Various in house simulation and rendering tools.</p> <p>Nuke, Adobe PhotoShop, Adobe Premier</p> <p>Hscript, Mel, Python</p>

### **Project Breakdowns**

**Jupiter Ascending – Houdini/ Maya and in-house tools** – Created tools and setups for the various regimented flocking animations for robotic drones. Lookdev and tool for “wing jam” energy which dynamically cements wing panels together. Lookdev and tool for creating a “sun and corona” looking layers as part of the wormhole effect.

**Dracula Untold – Houdini-** Created a setup to turn characters or anything into a flock of bats and turn the flock back into the character.

**The Hobbit The Desolation of Smaug – Maya based fluid dynamic simulations and Houdini** – Used in house node based tools to create dragon fire for Smaug. Also created a Houdini setup to process heavy geometry and convert it into a point cloud that represents the propagation of fire. The point cloud was used for both emission source and shading of environment that was red hot . Created a Houdini based tool to procedurally create geometry around each eyeball of Smaug to simulate the meniscus of the eyes.

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**Gijoe2- Houdini** -Tank destruction, explosion, smoke and debris fx, rbd sims. Water simulation setup for crashing helicopter shots (test)

**Enders Game - Houdini** -Volumetric and debris fx. Dust across large terrain, engine and thruster fx for spacecraft. Adding procedural detail and upresing of lowres models of terrain structures. Procedurally integrating terrain structures to ground.

**BlackSails - Houdini**-Fog/Mist , water simulation setups and destruction setups of boats.

**Harry Potter and the Deathly Hallows Pt2 – Houdini/ Nuke** - Patronus effect. Hero magical effect with several fx passes created and rendered in Houdini. Passes include procedural creation of trails and ribbons, fluid simulations. Also made shaders and compositing setups as the effect needed extensive comp lookdev.

**John Carter of Mars – Houdini** - Created a system incorporating Houdini volumes, fluids and custom volume displacement shaders to do the sandstorm effect for about a dozen shots . Large areas of sandstorm could be put together and rendered quickly using procedural animated volumes and a custom volumetric displacement shader to add detail at render time.

**Chronicles of Narnia Voyage of the Dawn Treader – Houdini** - Using the in house Houdini based fluid system helped lookdev and create secondary tools needed to create a full smoke based character.

**Sorcerers Apprentice – Houdini/Maya/Renderman** - Involved in preliminary lookdev for various effects such as a quicksand rug effect, spherical distortion shield which deflects fire, abstract fire shaping, energy syphoning effect, ground cracking and melting, parasite effect where energy is extracted from a character. All lookdev was done in Houdini for all the geometry and particle work and Maya using Squirt, Dnegs fluid simulator, and inhouse renderman pipeline to create shaders.

**Wolfman – Maya (Squirt and Maya Fluids)/Houdini** - Worked briefly on the movie using Maya fluids and Squirt to create a moving trains smoke stack. Also used Houdini to do a shot with dripping blood.

**TOTO – Houdini** - Solely involved on behalf of Realise Studios doing various animations for Japanese company TOTOs product display for an exhibition in Frankfurt.

**Kia Soul and Audi Quattro- Houdini** - Using in-house Renderman pipeline in Houdini to light furred creatures and environment for Kia Soul. For Audi Quattro ran several shots simulating particle fluids and rendering volumetric snow for a skiers tracks.

**Australia - Houdini** - Part of a small team setting up a Houdini fx pipeline and running about 30 dust shots for a huge herd of cows. Creating / testing /amending tools for the project, using custom volumetric tool to render dust.

**Mercedes GLK – Houdini/Nuke** - Working closely with the director of this relatively large commercial project, initially doing all pre-vis of car and camera animation for clients. Later created several procedural and keyed animation of abstract themes based on the directors vision. Other jobs included scene setup and rendering. Project was rendered using Houdini' new physical based render.

**BBC 3 Idents - Realflow/3ds Max/Houdini** - Fluid sim making liquid flowing through a pipe which formed the word three.

**The Chronicles of Narnia – Houdini (4 weeks)** - Started working on and partially completed tool for interacting the Lion with leaves for a forest sequence.

**The Golden Compass - Houdini** - Rnd with Houdinis' fluid and volumetric rendering tools to develop a test for Daemon death effect to match effect done at Rhythm n Hues. Later worked on a hero shot creating fx for snow debris and snow dust. Other jobs included running various shots for minor snow debris.

**Underdog - Houdini**- Working on several shots involving dust/dirt/debris for a sequence of shots. Jobs included particle sims, RBD sims, shader development.

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**My SuperEx Girlfriend- Houdini** - Part of a Houdini team creating various super hero effects for the main character. Involved with lookdev. Responsible for a sequence of hero shots, shader development, procedural geometry manipulation. Also used Nuke to develop compositing network to help compositors.

**The Wild – Houdini** - Character lighting and preliminary compositing using the unique Houdini/python based pipeline at CORE FA.

**The Water Giant – Houdini/Realflow/Maya** - Integrating and implementing Realflow into Houdini/Maya pipeline to create creature/water interaction. Testing viability of Realflow for our water fx requirements. Creating tools for the pipeline. Running several hero water shots. Volumetric lighting tool for underwater submersible. Making custom shaders in Houdini to simulate volumetric lighting as a fast rendering solution. Custom Shake network to composite the passes correctly.

**Five Children and It - Maya/Renderman/3D Equaliser** -Character lighting using a Renderman based lighting pipeline for the creature. Other jobs included camera and object tracking to replace the creatures ears.

**Honda Accura, Ford, Level 3, Vodafone, British Airways Adverts, GoldFrapp Music Video (Houdini/Boujou)** - Involved in different types of jobs ranging from camera tracking using Boujou, scene setups, modeling and animating.

## References

Please contact for references.