

Reel	www.elanalederman.com	Objective	Seeking a position as a Houdini artist.
Education	School of Visual Arts <i>BFA in Computer Animation and Visual Effects</i>	Washington University in St. Louis <i>BS in Mechanical Engineering, Minor in Visual Arts</i>	
Software	Houdini, Maya, 3ds Max, Zbrush, Nuke, After Effects, Arnold, Mantra, V-Ray, 3DEqualizer, Marvelous Designer, RealFlow, Photoshop, Mudbox, Premiere, and more.		
Awards	Annie Award Nominee (2023) for <i>Best FX – TV / Media</i>		
Experience	Skydance Animation , Remote <i>Senior Effects Artist, 2023-Present</i> <ul style="list-style-type: none">• Simulated flowing and falling quicksand using FLIP particles and procedural point animations for the film <i>Spellbound</i>.• Simulated magic bubble animations in the short film <i>Flink's Pigeon Problems</i>.• Developed a waterfall rig and simulated ash and dust for the film <i>Swapped</i>. Walt Disney Animation Studio , Remote <i>Effects Animator, 2023</i> <ul style="list-style-type: none">• Simulated particle star dust for the upcoming film <i>Wish</i>.• Designed and procedurally created mirror magic for the upcoming film <i>Wish</i>. Pixar , Remote <i>Effects Technical Director, 2022-2023</i> <ul style="list-style-type: none">• Simulated flamethrowers for the episode "Road Rumlbers" from the series <i>Cars on the Road</i>. My work on this episode was nominated for an Annie Award for <i>Best FX – TV / Media</i> in 2023.• Simulated mulch flying out from under the cars' wheels using RBDs in Houdini in <i>Cars on the Road</i>.• Designed and created edge interaction elements for ghost cars passing through objects in <i>Cars on the Road</i>. These elements included both procedural geometry and smoke simulations.• I simulated, edited, and cleaned up the complex water rig for the character Wade in the film <i>Elemental</i>. This complicated rig connected multiple fluid, particles, volume, material, and geometry setups, taking in Wade's animation and adding his hair waves, bubbles, splashes, refraction, jiggle, and much more.• Simulated bubble boiling effects using particles for Wade in <i>Elemental</i>. I also procedurally generated roiling surface effects that blended into the normal body simulations for Wade, and simulated steam coming off the moving surfaces.• Simulated sweat droplets, water drips, and splashes flying off Wade's body in <i>Elemental</i>. I then created associated wet maps for collision objects.• Simulated bubbles bursting out of Wade's head and the associated water splashes using particles in <i>Elemental</i>. Walt Disney Animation Studio , Remote <i>Effects Animator, 2021</i> <ul style="list-style-type: none">• Simulated the Casita's build magic using particles and procedural mattes for <i>Encanto</i> using Houdini.• Simulated Bruno's sand vision magic using particles and fluid simulations for <i>Encanto</i>.• Developed and utilized a rig to simulate sand grains being poured from a bucket for <i>Encanto</i>.• Simulated destruction of the Casita in <i>Encanto</i>. This involved simulating animated tiles breaking off and flying into different objects, triggering further RBD elements. Smoke and debris were then layered into the simulation.• Developed and used a confetti rig for the "Surface Pressure" song sequence in <i>Encanto</i>.• Simulated steam coming off of arepas cooking on a griddle using Houdini.• Simulated Abuela's candle magic using particles in <i>Encanto</i>.• Simulated coffee pour into a mug and then rippling as the mug is taken away for the teaser trailer for <i>Encanto</i>. Steelworks , Remote <i>Houdini FX Freelancer, 2020</i> <ul style="list-style-type: none">• Animated ribbon transitions for a United Healthcare advertising campaign using Houdini. Hornet , Remote <i>Houdini FX Freelancer, 2020</i> <ul style="list-style-type: none">• Simulated smokey dust kick-up for a Mr. Potato Head McDonald's commercial using Houdini. Walt Disney Animation Studio , Los Angeles, CA <i>Effects Animator, Effects Apprentice, Effects Trainee, 2018-2019</i> <ul style="list-style-type: none">• Developed and utilized a rig for forest ground destruction in Houdini for <i>Frozen 2</i>. This rig used the Matterhorn tool-set for destruction and included XGen vegetation interaction. Shading and rendering were done in Hyperion.• Designed, modeled, and simulated some of Elsa's ice and magic using Houdini for <i>Frozen 2</i>. I procedurally modeled the ice geometry, then animated it using procedural growth, smoke and particle elements, and finally destroyed it with a shatter simulation. Shading and rendering were done in Hyperion.• Simulated smoke elements for cold breath in <i>Frozen 2</i>.• Simulated particle and smoke "diamond dust" elements from the frozen Nokk in <i>Frozen 2</i> using Houdini.• Simulated snow interaction using Vellum Grains for the short film <i>Once Upon A Snowman</i> in Houdini. This included characters walking through small layers of snow and characters plowing large troughs through deep snow. Alkemy X , New York, NY		

Houdini FX Freelancer, 2018

- Simulated a shattering phone booth window using Houdini for the show *Blindspot*.
- Simulated blood and shattering glass using Houdini for the shows *Blindspot* and for the film *The Kitchen*.
- Simulated magic light orbs for the show *The Gifted*.
- Simulated flocking particles for Hogwarts letters for a Harry Potter Hogwarts Mystery commercial.

Brainstorm Digital, New York, NY

CG Artist, 2017-2018

- Simulated falling, congealed blood using FLIP Fluids in Houdini for the film *Papillon*.
- Simulated bubble trails using particles in Houdini and Maya for the film *Papillon*.
- Simulated falling snow using particles in Houdini for the film *The Greatest Showman*.
- Simulated coins falling out of a broken piggy bank using rigid-body dynamics in Houdini for *The Greatest Showman*.
- Simulated rain and ground splashes / interactions using Houdini for the films *Papillon* and *A Rainy Day in New York*.
- Simulated a window shattered by bullets in Houdini for the film *Clover*.
- Simulated photo-real fireworks exploding in a room using Houdini for the film *Luce*.
- Animated, shaded, and rendered a CG fly in Maya for the film *Hereditary*.

Vayner Media Productions, New York, NY

Houdini FX and Nuke Compositing Freelancer, 2017

- Simulated falling candies using a rigid body dynamic system in Houdini.
- Simulated a candy spray and sugar coating using particles in Houdini.
- Composited 3D rendered candies and characters into live-action footage using Nuke.
- Composited multiple sand elements together to show a pile of sand forming on the ground, then turning into a tropical island, using Nuke.

Alkemy X, New York, NY

Houdini FX Freelancer, 2016-2017

- Instanced plant geometry using Houdini and Mantra for compositing onto farm fields for the film *All Saints*.
- Created foot splash and rain splash elements for the film *All Saints* using Houdini and Mantra.
- Created blood splatter elements for the television show *Power* using Houdini and Mantra.
- Simulated multiple abstract elements to create an energy ball using particles, particle advection from smoke, and geometry manipulation using Houdini.
- Created smoke and spark elements for the television show *Time After Time* using Houdini.

Additional Work: The Mill, PowerHouse VFX, Pig Apple, Revolution, Los York, The Molecule, Hornet, Blacksmith, Taylor James, Smoke & Mirrors, BioDigital, Women Make Movies, Proctor & Gamble, Raytheon Missile Systems.