

# RESUME - November 2017

## Stuart D Gordon

Senior FX Artist/TD

email :stu@shiveringwhippets.com

Showreels: [www.shiveringwhippets.com](http://www.shiveringwhippets.com)

cell: 310 985 2091

### Summary :

Visual Effects Professional / Digital Artist/ Designer/ Technical Director, with 20+ years experience in Digital Image Design; working with Directors and Designers in both the London Commercial houses, and the Hollywood VFX industry.

In 1998 I co-founded Realise Studios Ltd - a Design and VFX Company in London, and worked with many Agencies , Leading Commercial Directors, and VFX facilities; winning several awards. Since 2004, I have worked primarily on visual effects and animation for movies in Los Angeles and San Francisco but also maintain a part time venture as a general 3D Artist/Designer/Animator.

### Experience :

#### Current work:

Senior FX TD at Tau Films (Los Angeles)

September 2017 – present

Houdini FX for Movies. Still in production...

Houdini particle/grain simulations with blending procedural animation.

FX Animation at GreenScreenProductions ( UK )

August 2017 – September 2017 (3 months)

Houdini FX Animation - for movies.

Procedural Animation, lighting and rendering of bird flocks.

Animation and simulation and lighting/Render of sheets of paper lifting from a desk.

Senior FX TD at FuseFX

November 2016 – August 2017 ( 10 months )

Houdini FX development and shot work for Episodic Television Series.

Including RBD building and ground destruction, Volume FX development.

### FX Animator at Walt Disney Animation Studios

January 2016 – November 2016 ( 11 months )

FX animation for the animated movie “Moana”

Houdini FX development of fracturing rocks, shells, sand smoke and dust – and shot work for ocean simulation, boat wakes, water splash, spray ,bubbles, and molten lava.

Using the in house renderer 'Hyperion' .

### Senior FX TD at Atomic Fiction

May 2015 – December 2015 (8 months )

FX TD - Rigid Body Dynamics Automobile destruction and ragdoll simulation – working closely with the animation team leads to share and combine the capabilities of dynamics to assist their work on the free way chase sequence, which was presented at Siggraph 2016 for a show and tell on these shots.

### Senior FX / Creatures Technical Director at Industrial Light & Magic

December 2013 – June 2015 (1 year 7 months)

FX TD and Rigid Body Dynamics Creature TD:

Projects:

Avengers 2 - RBD Creature TD: Developing large scale city destruction rigs in Houdini 13/14 with Bullet, packed prims.

Transformers 4 - RBD Creature TD: Rigged and animated rbd destruction of roads, rock and soil, vehicles, bots and general concrete structures for scenes interacting with characters.

Warcraft - FX TD: particle Dops animation, lighting, rendering.

Teenage Mutant Ninja Turtles - FX TD : paper simulation, smoke/ash/dust/particles.

Tomorrowland - RBD Creature TD: - tbd destruction and character interaction.

### Owner – shiveringwhippets - Visual Effects Design

November 2009 - Present (5 years 6 months)

Creative 3D Design and Special Visual Effects in 3D for Design Companies:

[www.shiveringwhippets.com](http://www.shiveringwhippets.com)

Various work including :

Corporate logo and animation for a UK web company.

3D corporate identity graphics for Myrtle Software, UK.

Feature fx animation for movie 'BLISS!' for clients GP in the UK.

Also rendering and design for CD album boxed set for Tangerine Dream.

### Senior/Lead Effects Technical Director at Rhythm & Hues

January 2012 - May 2013 (1 year 5 months)

Destruction Lead for the movie: "RIPD" - development of large scale RBD setups with Houdini.

Senior Effects TD for the movie: "Seventh Son" - to be released October - RBD sims and Fire simulations with Houdini 12 Pyro tools.

### VFX TD at Myrtle Software

July 2010 - December 2011 (1 year 6 months)

As VFX TD, using Sidefx Houdini - I provided complete test file examples and documented Digital Domain's Technical Achievement Award-Winning Volumetrics Software: 'Storm', which was supported by Myrtle Software.

### **Lead Digital Effects Artist at Digital Domain**

January 2004 - November 2009 (5 years 11 months)

FX lead, Senior Digital Artist on the following blockbuster movies: Stealth Zoom Meet The Robinsons Pirates of the Caribbean 3 The Golden Compass Mummy 3 Tomb of the Dragon Emperor Transformers Transformers 2 2012 and TV Commercials. - Houdini Storm(volumetrics) Nuke Maya

### **Creative Director / VFX Supervisor / Animator / Digital Artist at Realise Studios**

1998 - 2002 (4 years)

As co-founder of the company and joint Director, I had many roles : VFX supervisor, Lead Technical Director, Animator, Producer and Creative Director. I was involved in every aspect of running the company, and was instrumental in building the company into an internationally recognised award-winning enterprise.

### **Senior Animator at Lost In Space**

1996 - 1997 (1 year)

Located with the Neville Brody Research Design Studios, i held a staff position as Senior 3D Animator. This involved working with clients on small solo projects and also as a lead in a team of 12 artists for Music video, Commercial, Advertising, Feature and Digital Media projects. Software: Sidefx Prisms. Adobe Photoshop.

### **Senior Motion Graphics Designer at Oasis Television**

1994 - 1996 (2 years)

In-house Graphics Department for a large sized production facilities house in Soho/London/UK.

Projects :

commercials, corporate video graphics, TV Idents, TV content graphics, Astronomical Graphics, television/video/CDROM media. Personal interaction with outside clients as well as providing content for other departments clients. Software: Sidefx Houdini Sidefx Prisms Parallax Matador2D, Parallax Acrobat3D

### **Motion Graphics Designer at Digital Arts (UK)**

1990 - 1994 (4 years)

Digital Arts was an independent and successful 3D design and animation facility. Directly joined with Parallax Graphics Systems , the creators of Matador and Illusion , I was often closely involved with the software writers in helping them develop and test their products for market. Projects included: Corporate Graphics and animation, architectural visualisation, Music Video, TV Idents, Advertising Graphics and Animation, Commercials for a very wide variety of international clients. 3D computer animation, 2D graphic design, animation and stills. Software: Parallax Matador2D, Acrobat3D, Sidefx Prisms.

### **Computer Graphics Designer at Virgin Computer Graphics, Rushes Post Production**

1987 - 1990 (3 years)

Virgin Computer Graphics was Richard Branson's 'boutique' Computer Animation and Design enterprise, connecting the new technology of computer animation to television commercials - where I was involved in numerous TV Idents, Commercials and Advertising and also Architectural visualization. Rushes Post Production was purchased by Virgin in 1990 and Virgin Computer Graphics was combined under this company name.

## Packages:

Houdini  
Nuke  
Photoshop  
Premiere  
Maya fluids  
ILM Zeno  
Digital Domain Storm

## Houdini knowledge and experience:

Vex, Python, Hscript implementation.  
Volumetric dust and pyro simulation.  
Rigid Body Dynamics with Bullet solver on packed primitives, procedural constraints.  
Large scale destruction set-ups.  
Particles and grains  
Flip Fluids  
Procedural Animation and modeling development techniques.  
vex shader building  
Instancing methods  
Character Animation technique, modeling and design  
Lighting and Rendering

## other skills:

Flash 8 Professional and Action Script 2.0 – procedural web design.  
My website : [www.shiveringwhippets.com](http://www.shiveringwhippets.com) I designed and created in Flash using procedural Action Scripting to layout and read html and xml files that allows me to add more of my work very easily without the need for any further scripting.

## Honors and Awards:

ILM – LightBulb internal award - personally credited  
Avengers 2 – “Best Environment” (2015)

MTV music award (USA) - personally credited  
Awarded: "Winner " - Music Television (MTV) 1999 'Space Man Statue'  
Category: "Music Video - Best Special FX" - Band: "Garbage" - Song: "Special"

British Television & Advertising Awards - personally credited  
January 1999  
Category: "Commercials" First Direct Bank - Title: "Little Fella" Client: WCRS Agency Awards  
Awarded: Gold and Silver - Animation and Opticals

Personal Company Credited:

Creative Circle award (UK)- "animation" - 1999

D&AD award nominations (UK) – (3): "music videos" - 1998-2000 Garbage, SuperCollider, Photek

Siggraph Presentation ( Anaheim ): July 2016:

Presentation on behalf of Atomic Fiction :

Wham! Building the Freeway Chase in "Deadpool"

To create the chaotic opening freeway chase in "Deadpool", Atomic Fiction needed to develop several new methodologies to handle the scale and complexity of the sequence. These novel approaches allowed Atomic to rapidly populate the fictional, full-CG cityscape and quickly adapt to artistic changes.

<http://s2016.siggraph.org/talks/sessions/too-hot-handle>

## Education:

University of Wales College, Newport

BA (honours), Graphic Design / CAD / Computer Sciences, 1983 - 1986

Cleveland College of Art and Design

Diploma, Art and Design Foundation, 1982 – 1983

## Organization memberships:

Visual Effects Society – member since 2004

## Outside Interests:

Oil Painting , Illustration , Corporate Design

## References:

"Stuart Gordon was a key point person in the Research & Development for large scale destruction of buildings and a city on R.I.P.D. I had the pleasure to join the team while facing heavy FX R&D challenges. Stuart's Experience, knowledge and planning direction was a key asset to the development process, as well as his problem-solving skills and management of a small team came to play as we were always ahead of schedule. I'm sure Stuart will be a great asset to any team. I would love to work with Stuart again."

Ronen Tanchum, FX TD, Rhythm & Hues, worked directly with Stuart D at Rhythm & Hues

"Stuart is a pleasure to work with. He has a wonderful, supportive attitude, and is always open to new ideas. As a lead artist, his strengths lie in both his organizational skills, and his willingness to go the extra mile for his artists. I look forward to working with him again."

Brian Begun, Lead Digital Compositor, Digital Domain, worked directly with Stuart D at Digital Domain

