BRETT WALTER - FX Artist
contactbrettwalter@gmail.com
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Key Skills:

Houdini FX Artist since 2016 (also comfortable with Nuke and Maya as a generalist)
Good eye for motion with strong artistic skills
Fast learner, self sufficient, with a very good work ethic
A team player with high communication skills
Monitoring and maintaining personal farm and data usage
Passionate about sharing knowledge and working together
Prefers being busy and is not afraid to ask for more work

Professional Experience:

Luma Pictures
August 2023 – December 2023
Senior FX Artist

The Alcolyte - (episodic) Develop build and run in sequence, internal organ slime and goo from organic object sliced by lightsabre. I was allowed a lot of creative freedom in coming up with ideas where I generated several options that I felt were on path for the supervisor and client to choose from. My setup involved vellum, flip, layers of pyro (using Axiom) and particles sims to achieve stretchy snapping tendons/connective slime, watery goo, cauterized edges emitting steam and particle spray. Arnold rendering, which required my own look dev/material building.

The Boys – (episodic) Develop build and run in sequence, vellum and flip setup for "Spider-Web" or "Webbing" simulation, shot as a projectile which sticks to animated match move. The same build was subsequently used to generate similar elements to dress animated digital assets requiring simulation and interaction. This was rendered in Arnold, which required my own look dev and material building. I also generated ST Maps for comp to have more information to play with.

The Boys (cont'd)– (episodic) Create a build taking MM of human squeezing hand out of handcuffs, the cuffs are cutting their wrists/hands. Very bloody. Utilised surface point grouping to generate paths for blood flow/drips, paths to flip and pop sims. Results of which were meshed and also passed through a very slow growth solver for the blood to slowly spread on the MM. When drips reached the lowest point on their respective geo curvatures points were passed to pop and flip solvers for oozing/dripping sims. This was all merged back together and remeshed as an additional option for comp to play with along with the individual elements being meshed and rendered with Arnold then handed off. I also created the shaders for the blood elements.

DNeg
February 2023 – August 2023
FX Artist

Dune Part 2 - (feature) Running a build using volume, grains and particle sims. Also setup custom volume sim for 2 once off shots requiring close up chopper wash and atmospheric volume effects.

Rodeo FX
October 2022-February 2023
Senior FX Artist

Heart Of Stone - (feature) Develop build and run in sequence, several hero fireworks setups based closely on reference footage, which can be scaled, aimed and run in shots (pop sims, smoke sims with Axiom solver). Cloud build simulation for several shots to match plate for sequence continuity (sparse solver with ambient temperature adjustments and microsolvers). Flare smoke trail (pop sim, volume sims with Axiom solver).

Industrial Light and Magic
September 2021 – October 2022
Digital Artist (Effects Technical Director)

Black Panther Wakanda Forever - (feature) Create custom ocean spectrum setup for calm river water sequence + run in shots. Included Arnold shader development, focussing on reflection and refraction values and incorporating render-time volumetric fog for depth fall off. Additionally, this build required controls for varying directional speed and overall motion depending on the shots location in the river environment and proximity to the shoreline.

AntMan and the Wasp/ Quantumania – (feature) Custom RBD and Vellum setup + running the setup in sequence – awning with metal struts gets shaken and blown around as a large star cruiser comes in to land.

Willow – (episodic) Create RBD build for stone statue flaking effect (procedural growth sim on curves activating fractured RBD pieces), also included volume and particulate layers.

Book of Boba Fett - (episodic) Particle effects, smoke simulations using proprietary tools (similar to Axiom), set dressing, RBD fracturing of set pieces for sequence continuity.

Lost Ollie – (episodic) Character work using Houdini vellum tools to generate cloth + fur simulations for CFX department.

Andor – (episodic) Smoke simulations, vellum rigid body simulations, set dressing (cache placement)

Obi–Wan – (episodic) Smoke simulations, particle simulations, light sabre generation and effects, set dressing (cache placement)

March 2021 – August 2021
FX Artist

The Sea Beast – (feature film) Running Ocean Spectrum, Ocean generation, Particle effects, custom small scale volume effects, 1 RBD shot.

DNeg – Montreal
September 2020 – March 2021
FX Artist

Venom; Let There Be Carnage – (feature film) Smoke and particulate effects. Creature/character fx blood procedural build setup.

MR X – Montreal
January 2020 – June 2020
FX Key Artist

American Gods – (episode). Fireflies; simulated with curves and velocity fields for specific direction/performance requirements and non simulated blending between different point positions through noise depending on the shot requirements.

Jupiters Legacy – (episodic). Character effects based on geometry of lightning pulsing through body/veins. I took someone elses setup, made it procedural and gave it the ability to loop indefinitely with speed controls for the pulsing. This was then deformed by the animation. I also worked on a shockwave/dust pyro effect.

Enola Holmes - (feature film) Fireworks explosion. As Mr X allows proficient artists the opportunity to work as generalists when appropriate, I animated the character matchmove so that my effect interacts with the character on screen. I built all simulated explosion elements using fuel based volumetrics, particle sourcing to density and multi-layered particle networks to achieve an effect matching reference of a fireworks factory explosion. I also simulated the rbd and ensured textures were carried through from layout through my fx work to lighting.

MPC – Montreal
April 2018 – January 2020
FX Key Artist

1917 - (feature film) Pop sim to match reference of flower petals blowing in breeze. RBD sim using glue and cone constraints to crash a CG hero airplane. Volume/pyro sims. Flip simulation of river rapids.

Voyage of Dr Dolittle – (feature film) Ocean interaction using tessendorf setup customized flip and custom forces. Character fx - drool/saliva setup and pyro/particle sims.

Xmen – Dark Phoenix – (feature film) Running small flame/pyro character fx setup

Shazam – (feature film) Character speed trails. Build creation and development of drool setup for Sins Monster characters involving extensive testing using flip with micro solvers, fem and grains. This required creating a very strong procedural build that could be automated across shots with a python script.

Underwater – (feature film) Volumetric underwater shockwave

Godzilla; King of Monsters – (feature film) Character fx for Rodan character, using Pyro, points advected by volume, and flip. Character fx for Godzilla Beam, using pop sim, pyro sim, sending aovs to comp and geo to lighting.

Cutting Edge – Brisbane
July 2017 – February 2018
FX Artist

Upgrade – (feature film) Electrical spark effects ranging from tesla coil style electric arcs to angle grinder sparks. Involved simulating, creating emissive materials with aovs and rendering particles and geometry to interact with animated character and collision objects matching as close as possible to reference plates.

AXL – (feature film) Simulating wires (Houdini wire solver) attached to animated character across a sequence for photo real comp.
Matchmove animated character and collision objects and simulate, texture (colour and emission) and render photo real sparks to match angle grinder reference across a sequence.

Winchester - (feature film) Light and render CG elements across a sequence using hdri, image based lighting and area lights. This also involved modelling from lidar for camera projection.

Electric Dreams - Autofac - (single episode) Develop and model hero sci-fi/technology assets using procedural systems. This also involved shader development.
Create a caustic lighting rig asset for junior lighters to roll out across sequence.

Critical Mass - (pilot documentary episode) Large scale pyro sim/explosion to match historical reference (timing, shape, size, smoke colours, object collision) of Hindenberg Blimp hydrogen explosion.

iRide (photo real visuals for immersive theme park attraction) – Simulate, light and render photoreal waterfall mist, dust kicked up by trekking camels, cloud scape and coloured smoke trails. These fx are comped into their respective plates that have been shot on drones with fisheye lens. Rendering requires using lens shaders on tracked camera.

KOJO – Adelaide
March 2017 – May 2017
FX Artist

Hotel Mumbai - (feature film) Setup and Automate 30+ shots of Pyro simulation effects (smoke and fire combustion) to accurately match reference footage (timing, scale, shape, size, smoke colours, object collision).
Develop and simulate bullet hit effects for later use as 2D caches.
Develop viscous fluid sims to match current in house 2D blood caches for use in 3D comp, complemented by particle sims for fine mist/spray.

Animal Logic - Sydney
April 2016 – December 2016
FX Artist

Lego Batman Movie - (feature film) Procedural modelling animation and texturing of hero mushroom cloud explosion
Simulate hero smoke elements involving animated object collisions and velocity fields.
Cache several large scale pyro sims for set dressing.
Art directed packed prim RBD sims.
Particle simulations for sparks, smoke trails and explosions
Particle sims for falling snow, dust and motes, automated for entire sequences
Ripple solver and 3D noise/procedural animation for ocean and shoreline
Setup and automate set dressing of rubble, smoke, animated flames for over 80+ shots
Create crowd sims using alembic walk cycle characters by generating random attributes for textures, walk speed and colour group clustering on to scattered points.

Education:

2016 – Graduate Certificate in VFX (UNISA) studying in house at Rising Sun Pictures

2015 – Advanced Diploma of VFX at TAFE SA

2014 – Diploma of VFX at TAFE SA

2014 – PA Bootcamp at Quixote Studios, LA

2010 – 2013 – Studied Bachelor of Visual Art majoring in Painting

References:

Francois Godofe
FX Lead (Cross show) – Luma Pictures
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Matthew Hanger – FX Supervisor / Lead - ILM (Black Panther Wakanda Forever)
Can provide email or phone number upon request

Nicholas Sparks
1917 VFX Supervisor – MPC Montreal
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514 560 6536

Nick Papworth – FX Supervisor – Dneg (Dune Part 2)

Francis St-Denis
Cross show FX Lead – MPC Montreal

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Louis Dunlevy – FX Lead / FX Supervisor - Cutting Edge
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Dave Brown
FX Lead and mentor – Animal Logic
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