

BRIAN RITZ

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Experience

Houdini
3ds Max
Thinking Particles
Maya
Linux
Nuke
Particle Flow
FumeFX

MPC

Senior Maya FX TD

10/2013-03/2014

Guardians of the Galaxy (2014)

- Spaceship crowd firing, shield effects

Xmen (2014)

- Snow impacts, Tokamak reactor effect, smoke and mist

Edge of Tomorrow (2014)

- Underwater plankton, bubbles, dust and debris

Godzilla (2014)

- Rain particles, fog sprites, dust and debris elements

Pixar Canada

Houdini FX Artist

04/2013-07/2013

Radiator Springs 500 1/2 (2012)

- Help with various fx elements such as fog, dust and smoke using Houdini.

Scanline VFX

3ds Max FX Artist

08/2012-04/2013

300: Rise of an Empire (2014)

- Helped in the creation of a procedural ship destruction system for splintering wood of very heavy, hero ship assets. Various hero ship destruction shots.

Pixar Canada

Houdini FX Artist

08/2011-06/2012

Partysaurus Rex (2012)

- Simulation, shading and lighting of water spout/pouring simulations using Houdini.
- Multiple shots of heavy and dense bubbles in the bubble bath using Houdini.

Time Travel Mater (2012)

- Water simulations of faucets pouring into radiators.
- Simulation, shading and lighting of multiple tire dust effects.

Prime Focus VFX

3ds Max FX Artist

08/2008-08/2011

Final Destination 5 (2011)

- Created and implemented soft and rigid body simulations of cables snapping

Sucker Punch (2011)

- Fire / Smoke / Missile trails and slow motion muzzle flashes

Tron: Legacy (2010)

- Various recognizer and elevator atmospherics

A-Team (2010)

- All fire/smoke/cliff destruction and debris effects for helicopter chase sequence
- Creation of missile firing rig easily art directed by client in person

The Toothfairy (2010)

- Setup and rendering of amnesia dust and gold fairy dust effects

Education

Adv. 3D Computer Graphics Post Graduate Diploma

Red River College 2008

- Excelled in team management, compositing, scripting and rigging

Digital Multimedia Technologies Bachelor's Degree

Red River College 2007

- Specialising in scripting, video editing and 3D animation

References available upon request