

Jeremy Smith

FX Artist

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Nationality: English

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Professional Experience

Cinesite London, UK (June 2010 – Present)

John Carter of Mars (2012) - Senior Effects TD

Double Negative London, UK (April 2006 – June 2010)

Inception (2010) - Lead Effects TD

2012 (2009) - Lead Effects TD

Harry Potter and the Deathly Hallows: Part II (2011) - Effects TD

The Wolfman (2010) - Effects TD

The Boat That Rocked (2009) - Effects TD

Quantum of Solace (2008) - Effects TD

Hellboy II: The Golden Army (2008) - Effects TD / Environment Artist

10,000 BC (2008) - Effects TD

Stardust (2007) - 3D Artist

Harry Potter and the Order of the Phoenix (2007) - Lighting Artist

Stanley Post London, UK (Feb 2006 - April 2006)

O2 Bubble Campaign - 3D Artist

Professional Profile:

I am a highly motivated artist and have had the pleasure of working on some well received and visually stunning movies. Those I have enjoyed the most, presented me with large scale, high detail work. I have also had the chance to lead small teams of mixed disciplines to complete effects shots. I have been involved in a range of effects including Multiplying magical treasure, Ultra slow motion glass shattering and Cracking open the earth.

I have created tools and rigs to facilitate these effects appearing in multiple shots and greatly enjoy being involved at an early stage of the effects process. I'm looking to increase my leadership skills and tackle new creative challenges.

Areas of Expertise

3D

Large Scale Rigid Body Dynamic simulations
Fluid simulation - Pyrotechnic, Smoke and Liquid
Particle simulations
Lighting and Rendering of complete scenes and FX elements
Creation of simulation rigs or tools to be used by other artists.
Strong understanding of mel scripting and competence in python.
Planning and visualization effects elements and their impact on other scene elements.

General

Ability to take responsibility for a sequence/shots, prioritize relevant elements and manage other artists.
Sharp eye for detail
Able to work to a high standard under tight deadlines
Highly positive and enthusiastic
Fast learner on new tools
Enjoys collaboration and team work

Education

2005 - 2006

Escape Studios

Employed to train full-time as part of a pilot scheme to place artists into large post production houses. Briefs were set and professionally reviewed by studios.

2002 - 2005

Swansea Institute of Higher Education

1st Class Hons, Bsc, 3D Computer Animation

Software Experience

3D Maya, Houdini, Renderman
2D Nuke, Shake, Photoshop
OS Linux, Mac OS, Windows

Other Interests

Photography of landscapes, cityscapes, portraits
Skiing and most hi-adrenaline activities, free climbing, traveling, hiking mountains
Movies, concerts, reading and socializing
Currently learning Spanish