

MARK THERIAULT

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EXPERIENCE: 11/2009 – Present **Senior FX Artist/ Technical Director** Los Angeles, CA
Vancouver, BC

Prime Focus VFX (PrimeFocus.com)

- Work with simulation software to accurately model physical effects.
- Cooperate with Producers to create artists schedules based on skills and shot requirements.
- Collaborate with Directors and Producers to deliver the conceptualized vision.
- Design and replicate approved effects setups.
- Work with supervisors on the creation of RnD and final shot bidding.
- Technical sequence details – creating, production, pipeline, rendering and delivery.
- Create solutions for technical problems using scripts, workarounds, coding, etc.
- Create shaders, tools and plug-ins for Prime Focus' software applications.
- Develop innovative techniques to accomplish effects tasks.
- Streamline effects processes and simplify tasks for animators as necessary.
- Evaluate new software tools as time persists.
- Teach new techniques and tools to artists and solve issues as required.
- Work with development team to make their tools accessible to artists.

10/2008 - 11/2009 **Scene Assembly / FX artist** Los Angeles, CA

Blur Studios (Blur.com)

- Take all scene assets into a rendering pipeline.
- Render all effects and assets to final level.
- Light scenes to look developed aesthetic.
- Composite all passes and effects.
- R&D and look develop new physically based effects (Fluids, Sand, Smoke, Morphing objects).
- Create tutorials and document efficient pipeline techniques.
- Self learn new in-house tools.

1/2007 – 10/2008 **Technical Director /VFX artist** Winnipeg, MB

Frantic Films (FranticFilms.com)

- R&D and look develop new physically based effects (Fluids, Sand, Smoke, Morphing objects).
- Lead others to execute developed effects.
- Create tutorials and document efficient pipeline techniques.
- Self learn new in-house tools.
- Develop 3-D Stereoscopic effects techniques.
- Work with in-house development to streamline the use of tools and push tools further.
- Develop internal tools and plug-ins related to rendering and R&D.
- Creative solutions for technical problems using scripts and workarounds.
- Derive and train personnel on Frantic Films rendering pipeline.
- Estimate time-lines, optimize rendering pipelines, caching data and huge data sets.

1/2006 - 1/2007 **Technical Director /3d designer** Chicago, IL

Somersault Post Production (Somersault.tv)

- Developed new effects techniques tailored to clients needs.
- Created Assets such as models, rigs, and lighting setups.
- Performed lighting and compositing duties.
- Created scripts to enhance 3dsMax productivity.
- Enhanced pipeline with customized job/data management tools.
- Integrated and maintained 3d/2d asset libraries.

EDUCATION: 8/2003 – 6/2006 **Columbia College** Chicago, IL
BFA – Film and Video
Concentration of Computer Animation

SKILLS: Alias Maya 2 years
Autodesk 3ds Max 6 years

Photoshop 4.0- CS3	10 years
Max Scripting / MEL Scripting	2 years
FumeFx and Afterburn	2 year
Krakatoa (point based in-house renderer)	3 year
Realflow 4 – 4.3	1 year
3-D Stereoscopic pipeline	6 months
Deadline Rendering Management	1 year
Digital Fusion	1 year