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I'm a CG Supervisor, Creative Lead and CG Generalist with 20+ years of experience in film visual effects and animation, video games, television and commercials. I've held Senior TD, CG Supervisor & Creative Lead positions most of my career, from A-list studios to tiny, independent productions. I also do fantastic work on the box as a CG Generalist and Compositor. I love the combination of creativity and technology represented in animation and visual effects, and I enjoy delving alongside other talented creatives working together to solve creative challenges and produce breath-taking work for a wide audience.

QUALIFICATIONS

CG and Visual Effects Supervision and Art Direction

- Experience with both CG Animated features and Visual FX as well as Art Direction and management for AAA console games
- Vast experience in Feature Film production
- Thorough knowledge and understanding of animation styles and techniques
- On-set visual effects supervision experience
- I have supervised and managed the artistic and technical aspects of large and small feature film crews working in the fields of CG modeling and environment creation, painting, lookdev and shader/surface development; animation, rigging, simulation setup, and animation layout.
- I have worked closely with directors, production managers, and producers to develop schedules, create budgets, and insure creative vision of digital assets.

Compositing and Lighting

- Extensive experience compositing for visual effects and animation using Nuke, Shake and After Effects
- Experience tracking matchmove for complex shots and facial capture
- Paint, roto, wire removal, screen replacement
- Matte Painting and 3D projection using Nuke, Maya and Photoshop
- Extensive experience look developing Vray and Mental Ray shaders for characters, environments, and props.
- Extensive experience with sequence lighting for animation and effects using Arnold, Vray, and Mental Ray

Texturing

- Experienced with texturing characters, environments, and props in photorealistic or painterly styles.
- Well-versed with Mudbox, Mari and Photoshop.

Modeling & Sculpting

- Experienced with creating organic and hard-edged models with polygons, nurbs and subdivision surfaces using Maya, Modo, Lightwave and SoftImage.
- Considerable experience with real-world sculpting for characters, models and maquettes
- Hands-on and supervision of set and environment creation and set dressing for feature animation

Software Experience

Maya, Houdini, Katana, Mari, SoftImage, Modo, Lightwave, Mudbox, Photoshop, Nuke, After Effects, Premiere, Da Vinci Resolve, PFTrack, Syntheyes, and Mocha

PROFESSIONAL EXPERIENCE

XYZ Graphics

San Francisco, California 2013 – on going

Senior CG Generalist

Advertising graphics

- Animation and editorial for nationwide advertising campaigns
- Water simulation and water look development
- Surface development and texture for Vray and Mental Ray
- Particle animation and development using Houdini, Maya, Particular, and Particle Illusion
- Uses artistic and technical skills to work on all aspects of CG images or shots
- Lighting for animation and print advertising using Vray, Arnold and Mental Ray

Tony Hudson VFX

Petaluma, CA

2008 – on going

Visual Effects Supervisor

"In the Dark"- 2015 Feature Film (Seven Oaks Productions)

"Among the Shadows" 2014 Short Film (Seraph Films)

"Eyes of Thailand"- 2012 feature film

"Things I Don't Understand" 2011 - feature film

"The Pranksters" 2010 - feature film

"The Singularity is Near" 2010 - feature drama/documentary

Sony Pictures Imageworks **Vancouver, B.C, Canada** **Jan 2015 – Apr 2015**
Senior CG Lighting TD
Hotel Transylvania 2

- Responsible for designing and creating lighting and the look of computer generated objects and scenes.
- Creates images, effects and programs for digitally composited sequences.
- Responsible for compiling the various elements of a shot and seeing it through to completion using Arnold, Katana and Nuke

Lucasfilm Animation **Nicasio, California** **2010 – late 2012**
Layout and Environment Asset Supervisor
Strange Magic Lucasfilm/Disney Animated Feature

- Department head responsible for hiring, training, and asset production pipeline for both characters and environments
- Works closely with Film Director, Art Director and Head of Story to assure artistic and technical perfection for creation of characters and environment
- Supervision and hands on work with asset creation- model, texture, lookdev
- Implemented "Metropolis" procedural rib-based asset system for streamlining environment dressing and rendering
- Created pipeline to bridge Design, Story and Layout Departments providing Design resources, cameras and asset development for 3D Story progress.

Dr. D Studios **Sydney, Australia** **2010**
Lensing (Layout) Supervisor
Happy Feet 2

- Responsible for leading a team of 17 preViz and Layout artists for creation of shot and camera assets for feature film
- Played a critical role in front-end pipeline specification and development and integration of Layout Department with Animation and downstream departments
- Designed layouts, built sets, and created camera moves working with Art Department and film directors

Stormfront Studios **San Rafael** **2006-2007**
Art Director
Playstation 3 unreleased AAA game

- Responsible for leading a team of concept and asset artists
- Played a critical role in front-end pipeline specification and development

Walt Disney Feature Animation
CG Character Supervision

Orlando FL

2002 - 2006

- Hiring, trained, and supervised of the work of ten digital artists on the design and creation of digital characters, environments, props and vehicles
- Co-managed the architecture of the digital animation pipeline
- Worked closely with directors, producers and production managers to develop schedules and budgets for delivery of digital assets while maintaining integrity of their creative vision
- Developed the skills of existing talent pool by creating training courses and mentoring
- Worked with software teams to develop new software to push the boundaries of digital animation.

Industrial Light & Magic

Marin County, California

1985 - 2002

Senior Digital Creature Supervisor, Puppet Maker, Modeler

- Supervised creatures and environments for *AI*, *Harry Potter*, *Mission to Mars*, and *Small Soldiers*, *Magnolia*, *Mars Attacks*
- As a Creature Supervisor I worked to integrate and guide the efforts of modelers, painters and creature TD's in the creation of digital actors, as well as oversee to completion digital environments, vehicles, props and other effects. I also am responsible for mentoring and creating training courses. I have been particularly involved in creating a training course to cross-train digital artists to the field of modeling
- Supervised creatures and models and worked with the Art Department to create designs for characters and effects sequences for *AI*
- Designed and Animated FX shots for *Flubber* and both *Men In Black* films
- Worked on *Star Trek - the Next Generation's* model of the new Enterprise for
- Set up and supervised the ILM Layout Department for feature animation