

Clementine Lo

VFX ARTIST / SENIOR FX TD
DEMO REEL: WWW.CLEMILO.CH

Address : Vancouver – BC
Email: clo@clemilo.ch
Nationality: French
Canadian open work permit

SKILLS

- Dynamic simulations: Finite Element Method (FEM), rigid and soft bodies, particles, fluids
- Good knowledge of entire 3D pipeline
- 10+ years experience in various industries
- Software: Houdini, Maya, 3dsMax, Renderman, Mantra, Mental Ray, Nuke, Vicon System
- Programming: Python, Vex, Mel, Java, C++, HTML

PROFESSIONAL EXPERIENCE

Senior FX TD, Animal Logic, Vancouver, Canada Sep 16 – May 18

- Test pipeline and tools in the new Vancouver office (First FX artist hired)
- *Lego Movie 2* (2019): FX lookdev, tool creation, improvement of destruction pipeline (Houdini)
- *Ninjago* (2017): crash debris and smoke, water splashes and ripples, electricity, atmospheric

Co-founder and Vice President, artAnim, Geneva, Switzerland June 11 - present

artAnim is a non-profit foundation dedicated to the development and promotion of motion capture through a wide range of activities: virtual reality, medical research, theatrical performances, educational programs, audiovisual projects, etc. For more information: www.artanim.ch

FX TD, Image Engine, Vancouver, Canada Dec 15 – Aug 16

- *Final Fantasy XV: Kingsglaive* (2016): hero destruction effects shot work, background destruction effects setups, rubble layout, sparks setup (Houdini)

Senior FX TD (Film), Moving Picture Company, Vancouver, Canada Feb 15–Dec 15

- *Independence Day : Resurgence* (2016): debris moon impact setup, meteoroids destruction lookdev (Maya & Houdini)
- *Batman v Superman : Dawn of Justice* (2016): hero destruction effects FEM simulation and secondary particles, simulation and render setups for rain and embers (Maya)

FX TD (Film), Moving Picture Company, Vancouver, Canada Oct 14–Feb 15

- *Goosebumps* (2015): hero destruction effects FEM and RBD simulations and secondary particles (Maya)

FX TD (Film), Double Negative, London, UK Jul 14–Aug 14

- *Exodus* (2014): simulation and rendering of frog plague effect (Houdini)

Houdini FX TD, Axis Animation, Glasgow, UK Apr 14–Jun 2014

- *Grey Goo* (video game cut scenes): simulation and rendering of atmospheric and comet effect
- *Wizards vs Aliens* (BBC TV series): simulation and rendering of magic effect particles

FX TD (Film), Double Negative, London, UK Aug 13–Apr 14

- *Jupiter Ascending* (2014): smoke stacks simulation and OTL creation to populate environment, fire debris smoke and embers simulation and rendering for hero sequence (Houdini)
- *Thor: the Dark World* (2013): atmospheric and crash impact RBD simulation (Houdini)

FX TD (Film), Moving Picture Company, London, UK Jan 13–Aug 13

- *Maleficent* (2014): water surface lookdev in collaboration with lighting leads (Maya)
- *300: Rise of an Empire* (2014): water surface lookdev, setup and shot work, slow-motion FEM destruction simulation (Maya)
- *World War Z* (2013): simulation and rendering of cold breath elements now part of MPC library, debris simulation and export automation, impact dust simulation (Maya)

FX TD (Film), Mokko Studio, Montreal, Canada Aug 12–Oct 12

- *Riddick* (2013): simulation and rendering of dust, sand, debris, rain, mud (Maya & Houdini)

Clementine Lo

VFX ARTIST / SENIOR FX TD
DEMO REEL: WWW.CLEMILO.CH

Address : Vancouver – BC
Email: clo@clmilo.ch
Nationality: French
Canadian open work permit

FX TD (Film), Moving Picture Company, London, UK Aug 11–April 12
• *Jack the Giant Slayer (2013): hero destruction effects FEM simulation (Maya)*
• *Prometheus (2012): background destruction FEM simulations, simulation and rendering of smoke, dust, ash and debris particle effects (Maya)*

3D Artist, boutiq AG, Zurich, Switzerland Feb 11–April 11
Created 3D content for commercials (print and TV). Involved in various steps of the pipeline: 2D and 3D animatics, motion graphics, layout, modelling, texturing, shading, lighting, rendering.

Lecturer, SAE Institute, Geneva, Switzerland Sept 10–June 11
Prepared, taught and evaluated part-time course on Maya for Digital Film and Animation Diploma.

3D Artist, Pixelux Entertainment, Geneva, Switzerland Aug 08–June 10
Responsible for all artistic aspects linked to the development and promotion of Digital Molecular Matter (DMM), a FEM simulation technology used in major video games and movies. Contributed to client support by writing tutorials and conducting on-site training. Managed interns and junior artists. Taught course at Gamagora (video game school in Lyon).

- Created demo movies for TV and online diffusion, while meeting very tight deadlines.
- Participated in development of undisclosed video game title as part of international team (Switzerland, France and USA): lookdev, pre-viz movies and game assets creation.
- Enhanced DMM plug-in capabilities by testing product intensively, researching possible solutions and providing developers with detailed feedback and improvement suggestions.

Research Assistant, MIRALab-University of Geneva, Geneva, Switzerland Oct 03–March 07
Responsible for motion capture recording and post-processing. Created 3D content to test and illustrate various research topics. Assisted Professor Thalmann for various practical courses.

- Operated Vicon system for real-time applications and delivered fully post-processed motion capture files for projects including demos for TV, web applications and medical simulations.
- Modelled and textured high and low resolution 3D human bodies and environments.
- Created, simulated and animated 3D virtual clothes using in-house software Fashionizer.

EDUCATION

EPFL (Ecole Polytechnique Fédérale de Lausanne), Lausanne, Switzerland
MAS in Visualization and Infographic Communication Feb 2007
Project: Virtual Mirror: a real-time motion capture application for virtual-try-on

University of Geneva, Geneva, Switzerland
Master in Information Systems April 2005
Project: Garment simulation and animation on children bodies

New York University, New York, USA
Certificate in Computer Animation and Visual Effects July 2002

OTHER SKILLS / EXPERIENCES

- Languages: French & English (fluent), German (conversational), Spanish & Chinese (basic)
- Dance: Professional training 1994-1999 (ballet, modern, jazz, tap-dance, etc.)
- Music: End of Secondary Studies Diplomas in Piano and Musical Studies
- Traveling: 9 months around the world in 2007