

Clementine Lo

FX LEAD / SENIOR FX ARTIST
DEMO REEL: WWW.CLEMILO.CH

Address: Vancouver – BC
Email: clo@clemiilo.ch
Nationality: French (Canadian PR)

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, Nuke, 3dsMax, Nuke, Vicon System
- Programming: Vex, Python, Mel, Java, C++, HTML

PROFESSIONAL EXPERIENCE

FX Lead, *Animal Logic*, Vancouver, Canada Jan 20–present
• *Super Pets*: Lead a team of 10 artists (all onboarded remotely). Helped develop and implement stylised FX look. Contributed to FX tools development. Created onboarding material for new USD pipeline.

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. For more information: www.artanim.ch

Senior FX TD, *Digital Domain 3.0*, Vancouver, Canada Sep 19 – Dec 19
• *Morbius* (2022) : destruction, blood (setup and shot work) (Houdini)

Senior FX TD, *Image Engine*, Vancouver, Canada Jan 19–July 19
• *The Mandalorian season 1* (2020) : sparks, ground interaction, thrusters (Houdini)
• *Lost in Space season 2* (2019): creature ground interaction, saliva and spit (Houdini)
• *Spider-Man Far From Home* (2019): hero FX explosion (RBD, pyro, particles) (Houdini)

Senior FX TD, *Animal Logic*, Vancouver, Canada Sep 16–Dec 18
• Test pipeline and tools in the new Vancouver office (First FX artist hired)
• *The Lego Movie 2: The Second Part* (2019): FX lookdev, tool creation, improvement of destruction pipeline (Houdini)
• *The Lego Ninjago Movie* (2017): crash debris and smoke, water splashes and ripples, electricity, atmospheric (Houdini)

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)
• *Fantastic Beasts And Where To Find Them* (2016): tar smoke, dung debris smoke (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 FEM 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

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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)

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, 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.

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)
- Performing Arts: Dance (Professional training 1994-1999) Piano (End of Secondary Studies)
- Traveling: 9 months around the world in 2007