

# Nadav Brill - Senior FX artists and Pipeline TD

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Entrepreneur , FX artist and Pipeline TD.

Very passionate about new technologies and interfacing(UI).

with over 20 years experience in 3D and 15 years of production experience in the film ,commercials, and game industries.

Creating pipeline tools and Simulations has been my main focus over the past few years.

Created a unique Assets Management systems for all 3d departments.

Created several pipeline tools for automatically propagating cloth simulations shots and integrating them into studio's pipeline.

Created a unique system for easy setups of cloth rigs for cloth artists.

Created easy work flow tools for simulating and managing fur with shave&haircut.

**As a self taught individual and very quick learner. i will adapt quickly to any work environment, locate the weak points of any pipeline work flow in order to improve it.**

## February 2002 - Present -Founder at Brillstudio

www.StockCG.com - Free project Manager & Social Assets market for Maya.

www.ShaderMonger.com- app and community for easy sharing and asseting of shaders

www.ialbums.mobi - iAlbums - personal media Viewer.

## April 2010 - April 2013 - Fx Artist and Pipeline TD at Gravity

Creating and managing Pipeline workflow tools for the 3D Department.

Created Gravity's Main 3D pipeline Asset managing tools & Simulations Tools.

Created FX and simulations for commercials.



## November 2007 - November 2008 -Lead Cloth/ Pipeline TD at Rainmaker Entertainment Inc

Supervised and implementad the a cloth pipeline into "Escape from planet earth" feature's pipeline.

scripting work flow tools for the gaming and dvd departments on projects like:

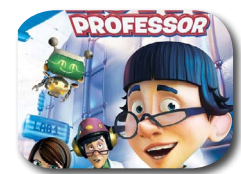
**Direct to dvd:**

**Nutty Professor - facing the fear**

**Video game - in between game sequence:**

**"Ghost busters"**

**"50 cent - blood on the sand"**



## March 2007 - October 2007 Lead Cloth TD/FX at MPC (London)

Responsible for dispatching mass crowd cloth shots through out a batching process that integrates with MPC's pipeline on "Fred Claus".

Updating basic cloth setups,Correcting Errors and releasing them back to the pipeline. All of this was done under a tight schedule.

Created particle instances of falling letters for some "post office" shots.

Created particle snow shots for the movie, and rendering them on occasions.

**"Fred Claus"**



### January 2007 - March 2007 - Fx Artist at Studio Virtuel Concept

FX Artist/Simulations - simulating wings movement on the giant bird dino's over several shots using cloth based deformations and blend shapes.

"Giants of Patagonia" (IMAX)

### April 2005 - July 2006 - Special FX Artist at Starz Animation

Simulations and FX Artist - Responsible for simulating cloth for over 200 shots of multi-character shots on the feature "Everyones Hero"

created some dust FX using particles.(Everyones hero)

created flame FX fluids and particles on Christmas movie "The Happy Elf"

"Everyones Hero" (Feature)

"The Happy Elf" (TV)

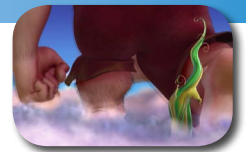


### August 2002 - January 2005 - Cgi Artist & Developer at IDT Entertainment (DPSI)

Founded the Simulations department ,some R&D and developing tools for Syflex,

Established devwork methods of simulating cloths & hairs on :

"Happily Never After"



### March 2003 - September 2003 -Gui Development at Orthocrat Ltd

Designed the initial layouts of the software helping to establish formats for later on use as well as creating a demo of the future software for potential investors.

### August 1998 - May 2000 - Cg Artist and GUI design at Dreamteam ltd.

Working with state of the art technology for real time motion capture and broadcast, image and camera tracking.

- GUI designer for the company's main software's "Typhoon"
- GUI designer for the company's tracking software "Motion Track"
- Visual FX on children's DVD production projects such as:"Zuffi"(dvd).
- Producing animations for NAB show in Vegas.
- Working with Motion Capture using "Typhoon" in-house mocap software and with kaydara.



### Qualifications :

- All around user of Maya, 3DsMax, Cloth simulation ,dynamics, Hair, fluids
- Specialization in Cloth & particles simulation,Pipeline & GUI's for productions needs.
- Highly Experienced in CG production environment.

### Technical skills and 3D Software

Programming: Mel, Python,PHP, Flash Actionscripts, Html

3D tools: Maya, Realflow ,3dsmax, Renderman, Match Mover, , Boujou.

2D tools: Photoshop, Premiere, After effects, Shake, Eyeon Fusion,AutoCAD, Painter, indesign.