

# PAUL JONES

## WORK & REEL



## CONTACT

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## WEBSITE

vfx4design.com

## SKILLS

- Strong ability to adapt to new techniques and software
- *Strong communication skills*
- *Good time management*
- *Strong problem solving ability*
- *Solid team management*

## SOFTWARE KNOWLEDGE

- Houdini
- Maya
- Redshift
- Nuke
- Adobe Photoshop
- Substance Painter
- 3D Coat (basics)
- ZBrush (basics)
- Fusion Studio
- DaVinci Resolve

## EDUCATION

Bournemouth University  
Master of Arts  
Digital Effects  
Graduated September 2003

The University of Leeds  
Bachelor of Arts with Honours  
Combined Studies  
Design Pathway  
Graduated July 2002



## PROFILE

I have specialized in Fur | Hair | Feathers | Groom | Cloth | Muscles | Fat | Tissue & Skin simulations on digital characters and creatures using MAYA & HOUDINI in Film and TV at Framestore for over 17 years. I also have good knowledge of other VFX departments such as FX, lookdev, lighting and rendering, which has allowed me to develop effects further for the CreatureFX department at Framestore. I am always ready to expand my skillset and broaden my horizons.

## WORK HISTORY

### Framestore Film

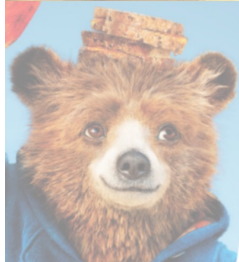
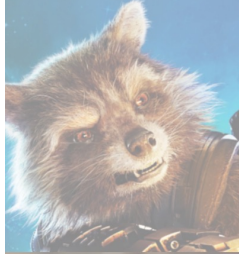
London 2013-2022

### Senior/Lead Creature Fx Technical Director

- Beast
- Matrix Resurrections
- Disney+ Lady and the Tramp
- POKÉMON Detective Pikachu
- Christopher Robin
- Guardians of The Galaxy Vol. 2
- Mowgli Legend of the Jungle
- The Legend of Tarzan
- Paddington
- The Suicide Squad (Senior CreatureFX TD)
- A Boy Called Christmas (Senior CreatureFX TD)
- A New York Winter's Tale - (Groom TD)

My responsibilities as Lead|Senior Creaturefx TD on the listed films included:

- Building and balancing of many simulation rigs for characters using a variety of solvers and tools ranging from Ncloth, Nhair and in-house solvers for simulation of muscles, skin, fat, fur and hair (Paddington Bear, Lady & Tramp, Pikachu, Winnie The Pooh, Rocket Raccoon and various Jungle book characters).
- Building of an automated simulation pipeline that had the potential to choose optional simulation stages depending on your shot needs.
- Building of an automated simulation pipeline that had the potential to run over 30 simulated characters all with unique requirements such as cloth, fat jiggle, and hair and fur simulations on animation approval.
- Shot assignments and bidding. Team management that included reviewing shot work daily, giving feedback and troubleshooting problems.
- Using basic Python scripting skills used to build ncloth & tetrahedron based simulation rigs and other daily tools.



## Framestore Film Senior Technical Director (generalist)

London 2013

- Robocop - (Lighting TD)
- Harry Potter and the Deathly Hallows: Part 1 (3D Generalist TD)

Lighting and rendering in both Maya & Houdini.  
Look dev, groom and texturing in both Maya & Houdini.  
FX and simulation work in both Maya & Houdini.

## Framestore Commercials Senior Technical Director (generalist)

London 2011-2013

- British Airways: "Olympics"
- Skyfall: James Bond Title Sequence
- AaBrand Campaign: "Trailer"
- McLaren Tooned Season 1 Episodes 1-12
- Peroni
- Axe: "Anarchy The Chain"
- Crunchy Nut: "Dinosaur"
- Galaxy Chocolate: "Audrey Hepburn"
- Huawei: "Make it Possible"

Lighting and rendering in both Maya & Houdini.  
Look dev, groom and texturing in both Maya & Houdini.  
FX and simulation work in both Maya & Houdini.

## Framestore Commercials Technical Director (generalist)

London 2008-2011

- Pepsi: "Rising"
- Kia: "Soul Hamsters"
- DJ Hero: Intro Cinematic
- HoverCam Moscow Bank
- Naomi Campbell "Kisses"
- Xbox "Heads" - sky
- Kia: "This or That"
- LG: "Butterflies"
- Andrex Campaigns: "Its the Little Things"
- Coca Cola 'Snow Globes'
- Coca-Cola "Siege" [ 2011 Super Bowl Spot ]
- British Airways: First Class visualizations.
- Friskies Kitten 'The Early Years'
- Audi Quattro : "Skier"

Lighting and rendering in both Maya & Houdini.  
Look dev, groom and texturing in both Maya & Houdini.  
FX and simulation work in both Maya & Houdini.

## Framestore Commercials Junior Technical Director (generalist)

London 2005-2008

- Sure Rexona: "Go Wild"
- British Airways: "Clouds"
- Sure Rexona: "Men Power"
- Lux: "Shine"
- BBC One Christmas Ident: "Penguins"
- Smirnoff: "Sea"
- Monster: "Stork"
- Abbey National: "Super Squirrel" , "Gift Reward Saver"
- Abbey National: "Kick"
- Corsa C'mons "Concert"
- The Chemical Brothers "Midnight Madness"

Lighting and rendering in both Maya & Houdini.  
Look dev, groom and texturing in both Maya & Houdini.  
FX and simulation work in both Maya & Houdini.