

Paul E. Hormis

Visual FX Artist / Rigging TD / Developer / Researcher

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Summary

I have worked in the 3D industry for over 35 years. I've been fortunate to work in some of the most respected studios including Blur Studio and Blizzard Entertainment's Cinematics Department.

In addition to Lead TD/Rigger roles I am also an accomplished Maxscript and Python programmer.

I have also held positions at Autodesk ranging from Product Support Technician to an Application Engineer for 3d Studio Max.

Specialties: Rigging, Cloth, Particles, Training, Tools Creation, Pipeline Creation and Support.

Software

3d Studio Max | V-Ray | V-Ray Standalone | Adobe Premiere | Thinking Particles | Fume FX | Krakatoa | Real Flow | Eyeon Digital Fusion | Autodesk ReMake | Autodesk ReCap 360

Work Experience

Raven Software (Activision/Blizzard) || January 2018 – June 2019

Senior Visual Effects Artist

- Created visual effects for the FPS genre using proprietary real time particle systems
- Worked with Level Designers and Team Leads to create FX

Aemass || January 2016 – July 2016

Chief Research and Technical Director,

- VR Environment Artist/Modeler
- VR Environment Technical Director

Carnegie Mellon University || February 2015 – January 2015

Research Scientist, Robotics Institute, Adrien Treuille Lab

- Developed Advanced Cloud Graphics Technology - Kinema
- Pipeline Development
- Artistic Tool Creation
- Data Import and Automated Key Creation
- FX Artist
- Modeler

Kinema || February 2015 – Present

Co-Founder

Hyperbolic Enterprises || Feb 05 – Present

Owner/CEO

- Sports Emmy Award Winner for VFX work on the Sports Science Series.
- Authoring Training DVDs (Advanced Cloth Workshop, Character Rigging with 3d Studio Max and Biped).
- Instructing online classes for Character Rigging.
- Custom Rigging, Maxscripting and Pipeline Development for a variety of customers ranging from Games to Television and Film.

Bent Image Lab || September 13 – December 13

CG Supervisor / Consultant

Mind Over Eye || June 13 – July 13

Project Under NDA – FX TD

Miranda || April 13 – May 13

Mazda Commercial – Pipeline TD

Mars Film Ltd || March 13

Last Days on Mars – FX Artist

Eight VFX || Jan 13

Toyota Superbowl Commercial – FX Artist

- Used 3d Studio, Fume FX, Krakatoa and Thinking Particles to develop the genie smoke and finger snap particles.

Pixomondo || Aug 11 - Dec 12

FX Artist, Cloth Simulation Lead, Studio TD, Rigging TD

- Responsible for tasks ranging from FX to Pipeline to Rigging and R&D
- Parachute Cloth Simulation in Red Tails
- Knight Shattering Effect for Snow White and the Huntsman
- Thinking Particles Simulations
- Fume FX Simulations
- Krakatoa and V-Ray Proficiency
- Developed Tools for Artists and Pipeline Development

Prime Focus VFX Vancouver || Jan 11 - June 12

FX Artist, Team TD

- Used Thinking Particles, Fume and Krakatoa to create various effects for the introduction bridge destruction sequence for Final Destination 5
- Developed tools for Artists and Pipeline

Prime Focus VFX Hollywood || Jun 09 – July 09

Rigging TD

- Rigged Digital Doubles for feature film AVATAR
- Developed Tools for converting FBX motion capture data from Maya to Max and applied it to Biped

Uncharted Territory || Jan 09 - Jun 09

Rigging and Pipeline TD

- Developed Pipeline and Tools for use with that pipeline for feature film 2012
- Rigging of cloth simulations and digital characters

Blur Studio || May 02 – Nov 04

Lead Character Rigger – Cloth Specialist – MaxScript Programmer – 3D Artist / 3D Animator

- Tasked as a character rigger and developing a new character rigging pipeline.
- One of the key architects in creating a new animation pipeline for Mickey's Twice Upon a Christmas – prior to my arrival, Blur had no organized pipeline.
- Created and organized specific tool sets for character rigging and trained other animators to become character riggers.
- Quickly became technical resource for 3DS Max and animation.
- Sole individual doing cloth simulations and cloth based dynamic simulations
- Developed a cloth simulation pipeline that allowed Blur to run cloth simulations over the network which allowed Blur to use cloth more frequently due to the ease of which the cloth could be added to a project.
- Filled in frequently when needed on any project to help with modeling, texturing, lighting, compositing and particle & hard body dynamics.
- Self taught 3DS MaxScript and have become very proficient in using it.
- Created hundreds of scripts over the course of a year with over 300 examples that can be provided upon request.

LLP Digital || Nov 04 – Feb 05

Lead TD & MaxScript Programmer

- Developed and supported a new pipeline.
- Created tools that would be used specifically for that pipeline.
- Developed new custom rigging pipeline and rigged all main characters.

Blizzard Entertainment || Oct 98 – Feb 02

Cinematic Artist / 3D Animator

- Technical Animator as well as a liaison between Blizzard Film and hardware/software vendors.
- Responsibilities included character rigging, modeling, special effects, particle effects, cloth, dynamics and other physics based animation.
- Helped create new standards for the department in all the areas above.

Autodesk – Kinetix – Discreet || May 95 – Oct 98

Application Engineer

- Worked trade shows and went to customer sites to demo 3DS Max and 3D Studio Viz.
- Customers had access to me as a technical resource and Autodesk liaison.
- Played an integral part of the Alpha and Beta test process and recommendations for new features with 3D Studio.
- 3DS Max Sample File Specialist – Collected and created sample files that would be shipped with 3DS Max 2.0 and worked trade shows demonstrating 3DS Max.
- Product Support Specialist – Provided Technical support for 3DS Max. This included various levels of support from installation and hardware advice to high level animation support to higher level customers.
- Was the first Support Specialist to support 3DS Max.

Chicago Computer Animation || Jun 89 – May 95

Owner / Self Employed

- Created various animations for corporate videos and presentations.
- Took models from Pro-Engineer and Autodesk Mechanical Desktop and imported them into 3dstudio for product visualization animations
- Took Architectural Models and Drawings to create walk/fly-thoroughs.

Awards

2010 Emmy. Awarded for my work on Sports Science. Character Rigging, Particle Simulation, Cloth and Hair Simulations.