

# ALEX FRENKLAKH

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## PROFILE

Experienced **Visual Effects Artist** working in animated films, commercials and live action. Adept at creating VFX solutions and rigs. Strong at applying technical knowledge and artistic sense to solve challenging visual problems. Passionate team player with excellent communication skills and ability to translate complex creative VFX solutions to simple concepts.

## SKILLS

**Software:** Houdini, Maya, Blender, Nuke, 3D Studio Max, After Effects, Adobe Photoshop CC, Premiere

**Languages:** VEX, Hscript, Python, PyQT, tcsh

## EXPERIENCE

### Blue Sky Studios

2008-Present

#### ***FX Artist (2020-present)***

Integral member of FX team responsible for delivering effects for an undisclosed studio project and "Nimona" (unreleased). Created rigs, performed shot work under tight deadlines using SideFX Houdini.

- As sequence representative, facilitated implementation of stylized fire effects for "Nimona": unblocked work stoppages, problem-solved pipeline issues
- Liaised with other departments on FX team's progress and issues related to "Nimona" fire effects
- Developed rig and a variety of assets for generating hero and background dust impacts
- Implemented setups for placing/altering elements using Houdini's LOPs context and USD variants.
- Accelerated ability to meet deadlines by leveraging assets from existing department effects library created on earlier shows.
- Completed shatter shots using newly-developed proprietary HDA in Houdini.

#### ***Visual Effects Technical Director (2010-2020)***

Integral member of the Visual Effects department responsible for developing and implementing visual effects for Blue Sky Studios films using SideFX Houdini: "Rio", "Ice Age 4: Continental Drift", "Rio 2", "Epic", "Peanuts", "Ice Age 5: Collision Course", "Ferdinand", "Spies in Disguise" unreleased: "Nimona", "Anubis".

- Houdini rig development for use by FX TDs in shotwork (e.g.: Custom Pyro Clustering solutions, Solar Flare rigs, "Nimona" Stylized fire tools look development).
- Custom Houdini Pyro Clustering setup that enabled simulation of a 'lake of fire' effect
- Built department "effects library" HDA tools: import tool for easy search, loading of effects from a repository and export tool for committing elements. Element renders, thumbnails and indexing scheme automatically generated upon committing of a new element.
- Generated a variety of forest Fire and Smoke Assets for Ice Age: Collision Course
- Performed final compositing fixes on "Ferdinand" using Nuke.
- Spies in Disguise Effects work chosen to be part of Blue Sky's Annie submission.

#### ***Lighting Technical Assistant (2008-2010)***

Responsible for maintaining and debugging Blue Sky Studios' rendering pipeline for the film

“Ice Age 3: Dawn of The Dinosaurs”.

- Created temporary shot lighting using proprietary CGI Studio raytracer.
- Implemented shot work assignments query system to improve workflow efficiency.
- Converted rough pre-visualization sets to proprietary CGI Studio format using MEL scripts.
- Executed effects shots on “Ice Age 3: Dawn of The Dinosaurs” for effects department.

## Freelance

2018-Present

Created visual FX for various clients using Houdini, Nuke, and 3D Studio Max

- **Meister.tv “TAR”** - Created high resolution viscous FLIP simulations for a company promo.
- **Adidas “Here To Create”** - Shockwave effect for an adidas golf shoe commercial.  
(Simulation/Rendering/Tracking/Compositing)
- **Adidas “Code Chaos”** - Animated a female golfer doing a golf swing in 3D Studio Max
- **Associated Bank, “Money Tubes”** - Created Clouds in Houdini, match-moved camera
- **D.I.Y. or Die Productions, “Bakemono”** - Created a character smoke disintegration effect for a short film (All Aspects)

## PUBLICATIONS

**SIGGRAPH 2020 (Talk):** Segmented Control of A Closeup Chemical Reaction Effect

<https://dl.acm.org/doi/abs/10.1145/3388767.3407378>

## TEACHING

**School of Visual Arts, MFA**

2011

Introduction to 3d Modeling and Animation

## EDUCATION

**M.F.A, Computer Art**

2008

**School of Visual Arts, New York, NY**

- Recipient - Paula Rhodes Memorial Award for Excellence (SVA) for thesis short “Big Commission”

**Drawing / Painting Classes**

2003 - 2007

**Art Students League, New York, NY**

**B.S., Computer Science**

2000

**Stevens Institute Of Technology, Hoboken, NJ**