



# ERHARDIAN SISWADI

## FX ARTIST

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## EXPERIENCE

### FREELANCE MOTION DESIGNER

MBH COLLECTIVE | AUG 2020

- Created Cloth FX, particle and Fluid simulation
- Procedurally generated fabric weave geometry and texture based on real-world reference
- Lit and Rendered Cloth FX shots using Redshift Renderer

### FX LEAD

STUDIOX | SEP 2019 - DEC 2019

The Good, Bad, and Beautiful:

- Built a procedural FX rig to generate dust effects based on incoming animation
- Present solutions to solve potential FX pipeline issues
- Communicate directly with director and producer to determine the direction of the FX team

### FX ARTIST

STUDIOX | FEB 2018 - DEC 2019

Steve's Catch:

- Created water FX for animated character interaction
- Simulated Dust and Dirt FX

Highest Sky:

- Simulated and rendered the Hero Building Destruction
- Procedurally generated Laser geometry based on animation

GoldenMan:

- Simulated, lit and rendered smoke FX in to match smoke in live-action plate

## EDUCATION

### BACHELOR OF FINE ARTS - ANIMATION & VFX

ACADEMY OF ART UNIVERSITY | SEP 2015 - MAY 2020  
GPA 3.6

## SKILLS

- FLIP Simulations
- Particle Simulations
- Rigid Body Simulations
- Pyro Simulations
- Procedural 3D Modeling
- VEX
- C#
- Python
- Linux

## SOFTWARE

- SideFX Houdini
- Autodesk Maya
- The Foundry Nuke
- Redshift Render
- Mantra Render
- Adobe Photoshop
- Adobe After Effects
- Substance Painter

## LANGUAGE

- English
- Bahasa Indonesia