

# Sebastian H. Schmidt

FX Technical Director

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Am Rosengraben 5a  
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[sebastian.schmidt@subsites.org](mailto:sebastian.schmidt@subsites.org)

## Professional Objectives

I am an Visual Effects TD with a good mixture of development and artistic skills. I would benefit the team best in areas of developing effects with corresponding tool development. Concerning FX I have production experience with particles, fluids, fire & smoke, rigid -bodies and volume rendering in Houdini and a general knowledge of Maya. My professional objective is to work as as effects - look - development TD for visual effects film and feature film projects.

## Projects & Practical Experience

### FX R&D Technical Director Framestore, London 03/2009 - present

<i>Commercials</i>	- lighting for Kia Soul Commercial [Houdini] - Crowds for Abu-Dhabi Banking Coop. [Massive] - tools for Sony-Soccer Spot [Houdini] fx- development, point-based SSS & occlusion shading (Mantra) 4D Noise Texture Nodes (Maya), geometry texture painting (Houdini) Massive Importer for Houdini
<i>Clash of the Titans</i>	rewrite of in-house volumetric rendering tool (Houdini)
<i>Sherlock Holmes</i>	smoke & debris effects, particles, fluids (upresing), rigid bodies, volumetric rendering (Houdini)
<i>Prince of Persia</i>	R&D on sand effects, particle simulations, rigid bodies (Houdini)

### jun. FX Technical Director, Framestore CFC, London 09/07 - 09/08

<i>The Tale of Despereaux</i> 12/07 - 09/08	rigid bodies, particles, particle based fluids R&D on shattering plugin Houdini integration into show pipeline (rendering, publishing,review)
<i>Wanted</i> 03/07	part-time pipeline TD
<i>Narnia 2, Prince Caspian</i> 09/07 - 12/07	Houdini rendering pipeline, plugins for in-house volumetric rendering tool, R&D on fluids

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**Research Intern, Research Project „Artificial Actors“ Institute of Animation,  
03/2004 - 09/2005**

- Maya Facial Animation Toolkit & FACS-based realtime facial animation
- online FER - Facial Expression Repertoire
- Realistic skin shading in real time [Paper]

**Institute of Animation, Visual Effects & Digital Post Production**

*Lys* (vfx film) 09/08 - 12/09

look dev, R&D, particle effects, (Houdini)  
follow-up project *Thermakey*

*Motherland* (vfx short) 09/08 - 03/09

pipeline: camera exchange maya to CryEngine 2

*Battlefield* (vfx spot) 09/08 - 03/09

smoke simulation, R&D gas-upres (Houdini)

*Frequency Morphogenesis* (full cg short) 01/06 - 08/07

fluid fx, R&D fluid solver for houdini  
fluid fx setup (Houdini)  
secondary animation setup (Maya & Houdini)  
Maya->Houdini->Maya pipeline (Maya API, Mel, Houdini)

*They will come to Town* (full cg short) 06/07 - 07/07

scripting, utilities for projection mapping (Maya, Mel)

*Kieselstein* (full cg short) 09/06 - 02/07

pipeline scripting (Maya Mel)

*Monster* (vfx trailer) 03/06 - 08/07

set supervision, 3D supervision (Maya / Houdini)  
shading & rendering supervision (Maya / Renderman)

*Baby Soccer* (vfx teaser) 02/06 - 02/06

soccer world championship teaser for national television  
lighting (Maya / 3D Studio Max)

*Kuhfo* (six full cg shorts) 12/05 - 03/06

trailer for International Animated Film Festival Stuttgart  
shading & rendering (Maya & Gelato)

*Here We Come* (documentary) 12/05 - 04/06

color-correction (Avid Symphony)  
automated scratch removal (Shake, Python)

*Eels/Aal im Schaedel* (full cg short) summer 2005

scripting (Maya - Mel)  
compositing (Fusion)

*The Island* (full cg short) spring 2004

compositing (Combustion)

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## Private Projects

*Bullet Solver in Houdini* Fall 2009 - present

part of the Odforce team to integrate the Bullet physics solver into Houdini (Houdini HDK)

*Thermakey* Sept 2008 - present

„Lys“ - Spin-Off  
new methods for visual effects productions  
(Nuke, Houdini, OpenEXR)

*Obj-Seq Loader* Summer 2006 - present

loads .obj sequences on the fly into Maya, (Maya API)

## Tools & Knowledge

3D	Houdini (since 8.*), VEX/VOPs, DOPs, POPs, SOHO Maya (since 3.0), 3DS Max (2.5-6.0)
2D	Nuke, Shake, Photoshop, Gimp, Premiere
Code	C/C++, Houdini HDK, Maya API Mel, HScript, Vex, Python, OGL, DX,
OpSys	Windows, Mac OSX, Linux

## Publications & Scholarships

2009	Sketch: „Enhancing Organic Visual Effects While Simplifying Rotoscoping Techniques“ Sebastian H. Schmidt, Nicolas Palme, Hannes Appell Siggraph Asia 2009
2008-2009	Karl-Steinbuch scholarship „New Methods for Visual Effects Productions“
2008	Book "Believable Facial Animation for Games and Virtual Reality Applications" (OT: Glaubhafte Gesichtsanimation für Spiele und Virtual Reality Anwendungen), VDM-Publishing
2006-2007	Karl-Steinbuch scholarship „Artistical Suggestible Fluid Visualization“
2005	International Game Developer Association (IGDA) scholarship, Game Developers Conference San Francisco CA
2004	Paper „Realistic Shading of Human Skin in Real time“ Florian Struck, Christian-A. Bohn, Sebastian Schmidt, Volker H. Afrigraph Conference Proceedings, 2004.

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## Education

2005-2007, 2008- 2009 Filmakademie Baden-Wuerttemberg, Institute of Animation, Visual Effects and Digital Post Production, Ludwigsburg (Germany)

**Dipl. Film & Medien, Animation, Technical Director.** (postgraduate course, equivalent to MA)

1999-2007 Bauhaus University Weimar (Germany)

**Dipl. Mediensystem Wiss.** (equivalent to MSc.) Thesis „Believable realtime facial animation“

Fall 2004 Anadolu University Eskisehir (Turkey)

exchange student

## Awards & Achievements

### *Frequency Morphogenesis*

2009 FMX Trailer  
2009 Cannes „Next Generation“  
2009 Animago AWARD – Best technical Realization  
2009 2nd Place Hamburg Animation Award  
2009 Screening at ARS ELECTRONICA

### *They will come to town*

2010 VES Award „Outstanding Visual Effects in a Student Project“

### *Motherland*

2010 VES Nominee „Outstanding Visual Effects in a Student Project“

### *Sherlock Holmes*

2010 VES Award  
„Outstanding Supporting Visual Effects in a Feature Motion Picture“

### *Thermakey*

2009 World Creativity Forum Audience Choice  
2010 3rd Place Visual Effects Contest of the federal States Berlin and Brandenburg

### *Artificial Actors - Research Project*

2006 "Prize of Innovation" from German Federal Film Funding BKM

### *Kuhfo*

2006 Siggraph Animation Theatre 2006, Boston USA  
2006 1st Place Animago Award Trailer Education  
2006 Siggraph Animation Festival T-Shirt Logo

### *Eels*

2006 Siggraph Electronic Theatre, Boston USA

## Conference & Exhibitions

2009 Siggraph Asia, Yokohama Japan:  
„Enhancing Organic Visual Effects While Simplifying Rotoscoping Techniques“

FMX, Stuttgart Germany

td show & tell session  
Widening the Spectrum, Organic VFX

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- 2007 FMX Stuttgart Germany  
td show & tell session  
making of „Frequency Morphogenesis“  
European Union, Brussels, Belgium (Exhibition)  
research project "Artificial Actors"
- 2006 Siggraph, Boston USA  
NVidia Usergroup-Meeting, Making of „Kuhfo“  
FMX, Stuttgart, Germany  
research project "Artificial Actors"  
td show & tell session  
making of ITFS-trailer "Kuhfo"
- 2005 FMX, Stuttgart, Germany  
research project "Artificial Actors"  
Siemens Computer Systems, Munich, Germany  
research project "Artificial Actors"
- 2003 Lange Nacht der Museen, Weimar, Germany (exhibition)  
project "Warholshader"  
NVidia presentation, London, UK (exhibition)  
project "Warholshader" (realtime NPR rendering)

## Press

- „Kuhfo“ Computer Graphics World Asia „Kuhfo to be showcased in SIGGRAPH 2006“ July 2006
- „Thermakey“ Stuttgarter Zeitung „Entdeckung beim Science-Fiction-Dreh“ 28.12.2009

## Personalialia

- Citizenship German
- Resident London UK, Rudolstadt Germany
- Languages German (native speaker), English (fluent, written and oral), French (basics)

Besides sharing and gaining knowledge I love things like history, nature, traveling, skiing surfing and sailing.

Naturally I will send you a reference letter upon request.