

## Daniel Elliott - 3D FX TD

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I am a Visuals Effects TD with strong skills in Particles, Fluids, Dynamics and Crowd Simulation. Working at The Mill for over two years on commercials and freelancing at other top London VFX studios MPC and Glassworks has given me the skills and experience that a high-end post production environment demands. I am also an operator of crowd simulation software 'Massive' and continue to love and learn everything 3d.

**Skills:** Proficient in: Maya, XSI, Zbrush, Shake, Photoshop, Massive.  
Strengths: Dynamics/Particles, Fluids, MEL Scripting, Lighting, Rendering.

**Employment:**

January '09-Present	- Double Negative - FX TD
June '09-December 09	- Moving Picture Company London - 3D Generalist TD
May '09	- The Mill Los Angeles - 3D Massive TD
March '09-May '09	- Moving Picture Company London - 3D Massive/TD
March '09	- Glassworks London - 3D Artist
Dec '06-Feb '09	- The Mill London - 3D Artist

**Projects:**

- Toyota 'X-Carline' - Cloth simulation.
- Coke 'Finals' - Massive Crowd Simulation
- Ademe 'Garbage Monster' - Character FX TD, Mel Scripting, Hair Systems.
- Evian 'Skating Babies' – lighting, tracking, mocap editing, set extension.
- EA 'Joy' – Massive Stadium Crowd simulation and rendering.
- Strongbow 'final push' – Massive crowd simulation.
- Audi 'Economy Drive' – Tracking, Animation.
- Coke 'Crave' – tracking.
- Skellig film 'trailer' – Dust and spore particle system to interact with the environment.
- Sony 'Tumble' – Modeling of Sony F23 HDCAM digital camera CG Model.
- Sony Playstation 3 - 'Evolving Entertainment' : Shading/textures, Lighting, Rendering.
- Puma 'Until Then' : Skinning/Rigging, Skin/Shirt textures.
- Jeep 'Heritage' : Tracking, Animation of vehicles, Applying Rig.
- Jeep 'Sandbox' : Tracking, Lighting, Pass setup.
- Persil 'Roboboy' : Tracking, Mud Splash texturing.
- Ford 'Super Duty F450' Superbowl – CAD cleanup, additional modeling, Tracking, shot/camera setup.

**Education:** BA Hons Multimedia and Music Technology, 2002-2006, (London College of Music and Media) 2:1