

Tomas Slancik - VFX Generalist | TD

Personal information:

As a generalist TD I tried all aspects of CG production from which in traditional sense I enjoy effects, rigging, shading, lighting, rendering the most

In more general sense I enjoy mainly building tools and procedural assets (Houdini Digital Assets/Shelf Tools/Softimage ICE Compounds) for artists to solve various technical problems which often became part of the pipeline (in any of CG areas). As I was usually working in very small teams (1-2 people) I ended up being an artist using those assets as well so I tend to put emphasis on easy of use, flexibility and efficiency of my tools to make it really useful and valuable for production.

During 16 years of working with CG (9 as a professional) and by using various software packages (3ds MAX, Cinema 4D, Maya, Softimage, Houdini, ...) I've gained strong understanding of CG in general regardless of the software used. This helps me to think outside of the box when solving technical challenges and combine this knowledge to produce an efficient solution.

Skills:

primary: Effects, Dynamics, Rigging, Shading and Shader-writing (VEX), Lighting, Rendering, Scripting (Python, VEX), Problem Solving

secondary: Animation, Tracking, Compositing, Modelling

Software:

primary: Houdini, Softimage, Syntheyes, Nuke, Python, VOP/VEX, Softimage ICE

secondary: Cinema 4D, Maya, 3ds Max, Mudbox, Fusion

Education:

2011-2012 : MA Digital Effects – Bournemouth University, NCCA

2003-2007 : BA Animation – Academy of Music and Performing Arts, Bratislava, Slovakia

Working experience:

Method Studios (New York) FX Artist/TD - 10/2013 - present

Effects work for commercials including R&D and shot work, for example:

Milk Life commercials (2014)

- R&D - tools for creating highly directable milk simulations allowing for smooth thin sheets, custom surface tension effects and retiming
- milk SSS based shader
- milk simulation, shading, lighting rendering for propeller, breakdance and wings shots

Framestore (London) FX TD - 9/2012-3/2013 (5 months)

47 Ronin - Tengu fight sequence

- R&D - several tools for sequence effects
- applying tengu effects (cloth tube and sword trail, detachment and disintegration smoke sims, collapsing monk time snapshots) to several shots
- several one off effects shots

Ekran (Slovakia) Pipeline TD & Character TD - 3/2011- 1/2012

Sneh (animated short)

- Development of Houdini based pipeline for animation of paper Cut-Out style with the easy export of fully animated scenes to After Effects as animated layers with preserved hierarchy, layer masks, timewarp curves, optimised keyframes and camera for further tweaking and compositing
- rigging of all characters and props, creating library of easy to animate assets

Ekran (Slovakia) Freelance CG Generalist / TD - 8/2009-9/2011 (2 years 2 months)

CG for several TV commercial projects and independent animated shorts (Cinema 4D, Houdini)

client list include: Orange | O2 | Saris | Seat

Plaftik s.r.o. (Slovakia) Freelance CG Generalist / TD - 6/2005-3/2011 (5 years 10 months)

CG for several TV commercial projects (3ds MAX, Houdini)

client list include: T-Mobile | T-Com | Saris | Oriflame | Slovnaft

Hive s.r.o. (Slovakia) Freelance VFX Artist / TD - 12/2009-1/2011 (1 year 2 months)

VFX on Documentary for Austrian ORF : Hitler's Useful Idols – Hanna Reitsch, Otto Skorzeny

CG / FX for several TV commercial projects (Houdini, Softimage)

client list include: Orange | O2 | Vernel

Framehouse (Slovakia) Freelance CG Generalist / TD - 8/2008-7/2010 (2 years)

CG for several TV commercial projects using primarily Softimage XSI

client list include: Orange | Oriflame | Postova Banka | Topvar | Prima TV | STV | Generali | Karicka | Veto | Slovak Guide

AVI Studio s.r.o. (Slovakia) Freelance CG Generalist/TD - 3/2004-11/2009 (5 years 9 months)

CG for several TV commercial projects mostly within 3ds Max

client list include: T-Mobile | T-Com | Rajo | Kenvelo | Orava | CSOB Banka | SME | Enel