



# Luca Scheller

## FX TD

Website | [www.lucascheller.de](http://www.lucascheller.de)

E-Mail | [luca.scheller@gmail.com](mailto:luca.scheller@gmail.com)

Phone | +49 157 82496567



## About Me

Name | Luca Scheller

DOB | 05.05.1996

Languages | English, German

Location | Munich, Germany

Relocation | Open To Relocation, Work Permit For EU

Primary Objective | FX TD (using Houdini FX)

Secondary Objective | Tool/Pipeline TD

## OBJECTIVE

Passionate FX TD with emphasis on tool building and workflow optimization to help your company achieve its goals faster. Core skills include procedural FX simulations, scripting, and production proven tool/pipeline development. Self-driven and communicative team player who creates thriving collaborative environments through active problem-solving and training of other artists for the latest VFX workflows. Clients included BMW, Ferrero, Toyota, Storck, Henkel and more.

Currently developing my own Open Source VFX / Pipeline related tools under the name LYNX.

## Core Competencies

- Setting up and developing natural & organic FX (particle/smoke dissolves, destruction RBD, cloth, hair, fluid simulations)
- Tool development using Houdini / Python / PySide2/PyQt
- Camera/Object Tracking & Hard Surface Modeling
- Solid foundation in rigging, shading, lighting

## Software Skills

Houdini FX | Maya | Nuke (Essentials) | RealFlow (Essentials) | Blender  
Mantra | V-Ray | Redshift | Cycles | Photoshop | PFTrack  
Vex | Python | PySide2/PyQt | Git and growing

## Work Experience

July 2015 - present

### 3d Generalist / FX TD / Pipeline TD

südlich-t GmbH

- 3d Generalist/FX TD work for international TV commercials
- Implement ACES color workflow
- Configure Houdini ("Rush" Render Manager integration, custom Houdini pipeline assets/scripts)
- Teach Houdini introduction classes & train individual artists
- Automate data transfer between Houdini/Maya/V-Ray for faster cache versioning
- Write documentation for internal pipeline

Jan. 2018 - present

### LYNX | Tool Development / Tutorials

Developing my own open source tools & creating tutorials on various topics

## Education

Jan. 2011 - present

### Online Courses / Masterclasses

SideFX, Entagma, CGCircuit, AppliedHoudini, VFXHive, and many more

Apr. 2013 - Oct. 2014

### PIXL VISN Media Arts Academy

3D Animation & VFX Diploma