



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