

Anthony Morrelle | Freelance Houdini FX TD / CG Generalist

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Basics

- Freelance Houdini FX TD and CG generalist with experience across commercial, episodic, and film projects.
- Specializing in procedural FX, particles, volumes, fluids, fire, smoke, lightning, and technical direction.
- CG experience since 2007, with additional experience in Nuke compositing, Python scripting, lighting, texturing, and animation.

Education

Illinois Institute of Art

Bachelor, Fine Arts

2004–2007

Work

NOISE VFX

Freelance Senior Houdini FX Artist

Jul 2023–Present

- Houdini FX and procedural tool development for episodic and commercial work.
- Created tools and simulations for American Horror Story: Delicate and American Horror Stories.
- Contributed FX work to Coke Spiced commercial projects.

Keywords: Houdini, Web simulations, Cloth simulations, Procedural tools, Episodic, Commercial

The Mill

Freelance Senior Houdini FX Artist / Generalist / Designer

2016–2024

- FX, design, and CG work for campaigns including the Las Vegas Sphere, Nissan, Amdocs, Dr. Scholl's, Western Union, and Macy's.
- Worked across Houdini FX, CG animation, design, compositing, and generalist production.

Keywords: Houdini, FX, CG, Design, Animation, Compositing

Turncoat Pictures

Freelance Lead Houdini FX Artist and Pipeline TD

2018–2022

- Developed FX and internal pipeline tools across White Noise, Shiny Girls, Work in Progress, and Wolfhound.
- Created particles, lightning, explosions, dust, fire, smoke, tracers, and ground-hit effects.

Keywords: Houdini, Pipeline TD, Python, Particles, Lightning, Explosions, Volumes

Apple

Freelance Senior Houdini FX Artist

Aug 2022–Jun 2023

- Created simulation and interactive FX work for Apple projects, including WWDC keynote content.
- Contributed technical direction and Houdini-based FX development.

Keywords: Houdini, Simulation, Interactive FX, Technical direction

Clutch Studios

Freelance Senior Houdini FX Artist / Generalist

2020–2023

- Worked across animation, lighting, scene layout, commercial CG, and technical direction.
- Created product animation and FX work for commercial clients.

Keywords: Houdini, Lighting, Layout, Animation, CG

Framestore / Breakaway Post / Newsroom GmbH

Freelance Houdini FX Artist

2019–2020

- Created fluid, particle, snow, destruction, and CG FX for advertising and episodic work.
- Contributed FX to NOS4A2 Season 2 and pharmaceutical media projects.

Keywords: Houdini, Fluids, Particles, Snow, Destruction, Episodic

Sarofsky / Disruptor Studio

Freelance CG Artist / Houdini FX Artist / Nuke Artist

2015–2018

- Contributed CG, animation, FX, compositing, and pipeline work for feature title sequences, commercials, and independent films.
- Projects included Ant-Man, Captain America: Civil War, Doctor Strange, and commercial campaigns.
- Developed procedural geometry, rocks, debris, particles, bubbles, smoke, and other FX.

Keywords: Houdini, Nuke, Python, CG, Animation, Procedural geometry, Compositing

Earlier Career

CG Motion Designer / Graphic Designer / Design Coordinator

2006–2015

- Created motion graphics, animation, interactive content, print, package design, and brand work.
- Worked with Daily Planet, Design Kitchen, Wire Stone, Omnibus Advertising, IdeaNet, Blend Studio, Foundation, and related clients.
- Created work for brands including HP, Motorola, GE, Hostess, Whole Foods, and the Chicago Blackhawks.

Keywords: Motion design, Graphic design, Animation, Interactive design, Branding, Print design

Skills

Houdini FX: Expert

Keywords: Particles, Volumes, FLIP, Oceans, Fluid simulations, Lightning, Fire, Smoke, Destruction

CG Generalist: Advanced

Keywords: Animation, Lighting, Texturing, Layout, Procedural workflows, Rendering

Nuke: Advanced

Keywords: Compositing, CG integration, Live-action compositing

Python: Intermediate

Keywords: Pipeline development, Tool development, Scripting, UI development