

HELENA MASAND

www.helenamasand.com
helena@helenamasand.com
+1 604 417 9619

Career History

Image Engine, Vancouver (November 2009 – present)
FX Artist

The Twilight Saga (Eclipse)

My current role includes fur dynamics and creating elements using particle systems, both in Maya. I am also responsible for all rigid body effects and procedural modeling using Houdini. Shots are submitted for review in the form of slap comps created in Nuke. Therefore a basic understanding of the lighting and rendering pipeline using 3delight and Renderman is also required.

Dreamworks Animation, India (Sept 2008 – Sept 2009)
Character Effects Supervisor

Merry Madagascar

Supervising a team of 14 artists, my primary role was the creative lead for the department. This involved actively working with all artists giving creative feedback and making sure that requests from the director were met to the standard required. Shot work included clothing, fur, finaling and animation of props. Other tasks included scheduling, bidding, casting, recruiting, and organising training schedules, problem solving technical issues and interacting with other department heads both in India and in the US.

Framestore-CFC, London (June 2007 – July 2008)
Layout Artist

The tale of Despereaux

Final Layout: Leading a team of artists. Responsibilities included sequence and shot setups for animation, surfacing and lighting, using high-res sets and rigs, and solving any technical problems to push files through the pipeline. Set dressing working closely with Art Directors. Basic MEL scripting creating tools for the team. Final camera passes

Rough Layout: Working closely with Directors and storyboards, scene setups for final layout including pose to pose animation, camera animation, low-res sets, basic lighting and modelling.

Double Negative, London (August 2004 – June 2007)
CG Artist

Hellboy 2:
Previs for the tooth fairy sequence, working closely with the Director and story boards.

Harry Potter and The Order of the Phoenix:
Took care of all 3D work in the Magic Door sequence, including basic modeling, fx, lighting and rendering. Also worked on cloth simulations for digital doubles.

The Reaping:
FX, creature animation, lighting, rendering.

United 93:
Look development of airport terminal.

Flyboys:
Matchmove supervisor, fx, animation and lighting.

Doom:
FX, lighting, rendering.

Pride and Prejudice:
FX, look development, texture artist, lighting

Harry Potter and The Goblet of Fire:
Lead matchmover

Framestore-CFC, London (Feb 2003 – May 2004)
Matchmover

Harry Potter and The Prisoner of Azkaban

Education

2006-2007 Central Saint Martins, London (Life Drawing)
Escape Studios, London (Z-Brush)

1997 – 2001 University College London, UK
1999 – 2001 Politecnico di Milano, Italy
B.A Honors Italian and Design (combined degree)

1995 – 1997 Woodhouse College, London
GCE Advanced Levels (Mathematics, Art, French, Design)

1986 – 1995 City of London School for Girls, London
GCSE Levels