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Loganathan Perumal

EFFECTS TECHNICAL DIRECTOR

Summary

With over ten years of experience in the CG industry, in that nearly 7 years experience in Effects and 3 years experience in other multimedia industry. I have pursued the dual paths of programmer and artist.

I had set the various pipeline tools for Disney Tinker Bell movie series (4, 5, and 6), Foosball (Metegol), and Legend of OZ movie which mainly are Pixie Dust Setup for RenderMan, Lightning Effects Tools; Texture based sticky pixie dust, Ice etching, and Goleam crowd pipeline for Effects-Lighting department. Worked on major shots of FireFiles effect based on particles, fireflies look development, fire flies effects particle setup, various object transformation of fireflies and pipeline for lighting and compositing.

I have personally developed "**Lighting Tool**" which automated and uniformity the render layers, shading and render passes for Mental Ray; "**ForestLite**" script to make Forest assets easily by the particle with individual instancer controls in MEL.

Skills

- Visual effects, particles, fluid, dynamics, shading, lighting, compositing, and rendering.
- Pipeline development, Automation, Effects Rnd and Setup, Technical Support, problem solving, and render trouble shooting,
- Mel & python, Pyqt, Pymel, and Slim Shader.

Professional Experience

EFFECTS TECHNICAL DIRECTOR

NOVEMBER 2011 – PRESENT

PRANA STUDIO

MUMBAI, INDIA

Working as an Effects TD, I strategize solutions to a range of production; Effects look development, pipeline development and pipeline issues and renders trouble shooting. I write scripts, adapt new tools, and modify workflows in support of artistic endeavors. Working with artists and Leads directly to solve problems and implement new techniques.

EFFECTS ARTIST

MARCH 2009 – OCTOBER 2011

TECHNICOLOR INDIA

BANGALORE, INDIA

I started my role at Technicolor India as an FX Artist. I rised above to do scripts and pipeline development for The Perfect Christmas DVD Movie. I developed tool for SnowFoot Print, Multi-Displacement Shading Network, developed tools for MayaHair and Shave haircut to control globally.

FX ARTIST

OCT 2007 – FEB 2009

KEN KRATIVE STUDIO

CHENNAI, INDIA

Effects artist career started at Ken Krative studio as a Junior FX Artist. I worked on the projects *Ninja Knights*, *Ghatothkach*, *Dentist*, *Hip Hop Fables*.

3D ANIMATOR

Nov 2005 – SEP 2007 **CYBER SCHOOL TECH SOLUTION** CHENNAI, INDIA

I started my 3d career here at CSTS 3d Animator includes modeling, Texturing, Animation, Compositing in 3ds Max software. CSTS is providing 3d e-Learning Material for international and governments schools. I worked on the project for *Kenya and Uganda Government Schools, and for IGCSE school syllabus.*

GRAPHICS DESIGNER

May 2004 – Sep 2005 **DECO DE TREND PVT LTD** CHENNAI, INDIA

I worked as a senior Graphics Designer, my work includes, product photograph and cover designing, Brochure, product Tags.

Production Experience

- | | | |
|-------------|---|--|
| 3D Movie | : | FAIRIES-6 TINKER BELL
"Never Beast" -Produced by Disney Toon Studio |
| Role | : | Effects Technical Director |
| 3D Movie | : | FAIRIES-5 TINKER BELL
"The Pirate Fairy" -Produced by Disney Toon Studio |
| Role | : | Effects Technical Director |
| 3D Movie | : | FOOSBALL -Produced by Jorge Estrado Mora |
| Role | : | Crowd Technical Director |
| 3D Movie | : | LEGEND OF OZ -By SummerTime Entertainment |
| Role | : | Senior Effects Artist and Technical Director |
| 3D Movie | : | FAIRIES-4 TINKER BELL
"The Secret of Wings" -Produced by Disney Toon Studio |
| Role | : | Senior Effects Artist and Technical Director |
| DVD Movie | : | Barbie "The Perfect Christmas" 2011 -By Mettal |
| Role | : | Fx TD |
| 4D Movie | : | Marvel (Ultimate Heroes 4d Experience)
-By Madame Tussauds |
| Role | : | Fx Artist |
| 4D Movie | : | Lego Clutch Powers 4d Adventure -By Mettal |
| Role | : | Fx Artist |
| TV Episodes | : | Kung Fu Panda, Fan Boy & Chum Chum
-By Nickelodeon |
| Role | : | Fx Artist |
| DVD Movie | : | Lego The Adventures of Clutch Powers -By Mettal |
| Role | : | Fx Artist |

Software Skills

3D SOFTWARE	:	MAYA, 3DS MAX, Houdini
CROWD SOFTWARE	:	Goleam, Massive
RENDERER	:	RenderMan, Arnold, Vray, Mayaman, MentalRay
SFX TOOL	:	REAL FLOW, BLAST CODE, FUMEFX, RAY FIRE, AFTER BURN
COMPOSTING	:	FUSION, NUKE, AFTER EFFECTS, COMBUSTION
PROGRAMMING	:	MEL, PYTHON, PYQT, PYMEL, MAYA API, C++
IMAGE EDITING	:	ADOBE PHOTOSHOP, ILLUSTRATOR, COREL DRAW

Education

Fundamentals of Computing

2014 Coursera Rice University

Masters of Computer Application

2005-2008 INDIRA GANDHI NATIONAL OPEN UNIVERSITY TARAMANI, CHENNAI

Bachelor of Science in Physics

2000-2003 MADRAS UNIVERSITY MELVISHARAM, VELLORE, INDIA

Major in **Physics** and Allied in **Chemistry & Applied Electronics**

Award

I got **Prana Best Performance Award** in 2013, for Technical Achievement (Set the effects pipeline for Legend of oz and Foosball movie)

Date of Birth

5th July 1983

Languages

Fluent English in written and oral

Nationality

Indian

Show Reel Link

<http://vimeo.com/109359314>

LinkedIn

<https://www.linkedin.com/pub/loganathan-perumal/41/370/a00>