





Richard C. Thomas

CG & VFX Supervisor

CONTACT

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SKILLS

Supervision & Mentorship
Look-dev
Technical Direction
Creative Briefs
Consensus Building
Project Management

TOOLS

Houdini (specialist)
Maya
Nuke
Photoshop
Aftereffects
Unreal Engine
Mantra
Python / MEL / VEX

EDUCATION

ROYAL ACADEMY OF ART

Postgraduate Diploma
Fine Art
2005 – 2008

GOLDSMITHS, UNIVERSITY OF LONDON

Bachelors Degree
Fine Art, History of Art, 1:1
2001 – 2004

PROFILE

A highly skilled VFX professional with over sixteen years of award-winning work and a career defined by helping to build efficient, results-oriented departments. My expertise lies in swift and collaborative problem-solving, workflow efficiencies, developing scalable systems, creativity and visual excellence.

I have a particular passion for mentorship and developing strategic goals to build holistic individual, departmental, and global growth. My background as a fine artist brings a unique approach and a sharp eye, which combined with technical ability leads to outstanding results.

PROFESSIONAL EXPERIENCE

CG SUPERVISOR

Framestore, London / November 2018 - Present

Manage a team of up to 20 artists, quote and help schedule work across large-scale projects. Set methodologies from a conceptual/production perspective through to low-level technical detail. I drive projects both creatively and technically, and set high standards through both contributions on the box and supervision. Key achievements include:

- Overseeing all levels one the department's largest projects to date
- Creating photo-real environments and assets through procedural systems that would be impossible to achieve without an order of magnitude of resources more
- Augmented the existing pipeline to build new flexible workflows enabling rapid propagation and ingestion of data with minimal specific Pipeline resources
- Ongoing focus on artist development and encouraging cross-fertilization of techniques between technical and artistic tasks and roles
- Create bespoke FX for projects

JOINT HEAD OF 3D

Freefolk / November 2016 – March 2018

Lead a swiftly growing team through a difficult merger while building the nascent long-form side of the business vis pipeline development and maintaining quality control for all 3D output. Developed the 3D artist strategy and overall business strategy, reviewed and advised on recruitment needs and hiring, took a strong focus on mentorship and artist development within the team.

- CG Supervisor and Principle FX Artist for Paramount/TNT's *The Alienist*, winning a 2018 Emmy Award for Special Visual Effects in a Supporting Role
- Lead asset architect for large projects, planning a highly developed Ftrack integration with main packages (Houdini, Maya, Nuke, Flame, etc)
- Instigated structured Head Of Department meeting to plan strategically and holistically around team development and support my work in encouraging collaboration and efficient pipeline / workflow creation

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AWARDS

SPECIAL VISUAL EFFECTS IN A SUPPORTING ROLE

The Emmy Awards for *The Alienist* (CG Supervisor) 2018

GRAND PRIX IN ANIMATION

Ciclope for Freeview, *Left Behinds* (CG Supervisor) 2015

GRAND PRIX IN CHARACTER DESIGN

Ciclope for Freeview, *Left Behinds* (CG Supervisor) 2015

BEST ALTERNATIVE VIDEO

UK MVA for Alt-J, *Hunger for the Pine* (CG Supervisor) 2014

OUTSTANDING FX & SIMULATION ANIMATION

VES for Guinness, *Clouds* (3D Artist) 2013

DIAMOND

APA for Guinness, *Clouds* (3D Artist) 2013

SILVER IN LIVE ACTION VFX

Ciclope for Guinness, *Clouds* (3D Artist) 2013

SILVER IN VISUAL EFFECTS

Clio for Guinness, *Clouds* (3D Artist) 2013

EXPERIENCE CONTINUED

CG & VFX SUPERVISOR

Electric Theatre Collective, London / June 2013 – November 2016

Overseeing CG projects from initial meetings through delivery; contributing to production through look-development, technical set-up, lighting and rendering. Carried out key departmental roles including hiring, review processes, workflow and tool development, with a focus on training and developing team members.

- As one of the earliest senior 3D hires was instrumental in building ETC's 3D talent base, pipeline, and workflows
- Developed a custom fur system to support a high-profile project; which remained core to their creature work for over four years

CG SUPERVISOR & TECHNICAL DIRECTOR

Analog Studios, London / March 2018 – November 2018

Executing high-quality work on the box and managing a small team across jobs. Established more mature and efficient workflows, FX, and shot execution.

LEAD & SENIOR 3D ARTIST

The Mill, London / June 2011 – May 2013

Leading several major projects and supporting other Lead Artists on large, complex jobs while delivering high quality work across a broad range of tasks including effects, technical direction, and lighting and rendering.

3D ARTIST

Man Vs Machine, London / March 2009 – May 2011

Technically realizing designer's concepts through set-up and lighting and rendering. Contributed significantly to early design and pitches on projects.

3D ARTIST

Miscellaneous, London / January 2007 – March 2009

Various in London as a 3D generalist, working across tasks in modelling, texturing, FX, and lighting and rendering.

DIGITAL ARTIST

Independent, London / 2003 – 2007

Digital fine artist, practicing independently.