

Viktor Venher

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I specialize in visual effects, shading, lighting, rendering, compositing in the field of design, film and visual arts.

PROFESSIONAL AND PROJECT EXPERIENCE

2024 **FORTES. VISION - Architects, designers, and visualizers studio.**

Water FX artist

- Developments and simulation of highly detailed water scenes. The simulation features convincing the water surface itself, waves, mist, and gigantic splashes created by the boat.
- Large scale ocean flip and white water simulation. Render in Karma. As the main fx artist for simulating large water scenes, I suggested ways to optimize scenes and files for caching and exchange between Houdini and Maya.
- Development of a pyro and smoke setup to simulate sand underwater.

2022-2024 **LEON POST PRODUCTION**

Freelance Houdini FX artist

- Creation visual effects following the established visual 3D effects style. Worked on creation physical-based simulations and dynamics..
- Creation and further development of advertising materials such as cloth, hair/fur, feathers.
- Houdini Vellum solver for creating soft-body dynamics.
- Water FX simulation with a speeding boat traveling across it.

2024 **TERMINAL FX**

Freelance Houdini FX artist. Worked on shots for the movie Hellboy: The Crooked Man

- Developed a setup for a wood box destruction, RBD simulation with smoke and particles.
- Assisted in solving technical issues, both individually and as part of a team, resulting in timely project delivery.
- Creation a setup for optimized file exchange between Houdini and Maya.

2021-2023 **WOW-HOW STUDIO**

Houdini FX artist

- Creating high-end FX with Houdini (pyro, fluids, particles, rbd, etc.) for commercial and feature-film projects following the established visual 3D effects style.
- Rendering and pre-compositing of selected shots and effects with Redshift / Mantra/ Karma, Nuke and After Effects.
- I worked multitask, prioritize, and problem-solve in a diligent and timely fashion. Strong understanding of Python, VEX, and HScript.
- One of my advantages is creativity, a feeling for the camera, design, and framing, attention to detail, and the motivation and it helped me while working in the WOW HOW studio.

2017-2021 **24 TV**

Motion designer/ FX artist

- Creating of commercials for television, motion graphics, video program compositing.
- Was responsible for creating effects for tv programs, and feature-film projects following the established visual effects style.
- Maintaining and developing internal tools, scripts, and workflows together with the pipeline & FX department.

EDUCATION

2022-2024 **HOUDINI SCHOOL**, Small Scale Fluids, Velocity Forces 2.0 Advanced, Surface Advect.
2020-2023 **REBELWAY,** Water FX in Houdini, Explosion FX in Houdini, Destruction FX in Houdini, Magical FX in Houdini.
2020 **TFX WORKSHOP,** Houdini FX.

2012-2018 **Lviv Polytechnic National University,** architecture and design.

LANGUAGES English (Intermediate), Ukrainian (native speaker).

QUALIFIKATION Rigid body and particle dynamics, volume modeling, animation and rendering, fluid dynamics, cloth/vellum simulation, fur/hair grooming and simulation, pyro smoke simulation.