

Mayec Rancel Seral

Visual Effects Artist

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Experience MPC (The Moving Picture Company). London / 2009-2012

Lead Effects TD

Skyfall (2012)

- **Helicopter crash:** RnD for finite elements (Kali) destruction. Supervision of final destruction shot-work. Setup and final simulations for secondary effects (dust volumes and debris particles).
- Helicopter attack & crash: RnD and shot-work of interaction atmospheric effects by CG helicopter (downdraft flying dust and grass particles). RnD and creation of highly optimized setups, and application to shots.

Senior Effects TD

Man of Steel (2012) (not yet released)

Jack the Giant Slayer (2012) (not yet released)

Prometheus (2011/2012)

- **Sandstorm:** RnD and shot-work for large-scale sandstorm fluid simulations (Flowline).
- Optimization and development of a pipeline for reuse of caches and agile iterations to a dozen shots.
- Tight coordination with Lighting dept. for lookdev and rendering.

Effects TD

Wrath of the Titans (2011)

- RnD & Lookdev for volcanic bomb impact explosions (Flowline fluid simulations & Kali fractures) for extremely diverse views and distances to camera. Later adapted for *Prometheus* debris impact explosions.

John Carter (2011)

- RnD and shot-work of efficient setups for interactive dust emitted from two types of hero crowd creatures. Highly directable emission controlled by body areas, speed, acceleration and procedural noises.
- Developed scripted tools to completely automatize the application of character dust to more than a dozen shots, with dust emitted from up to 20+ characters per shot. Automation included: simulation setup, caching, render and precompositing for review.

Harry Potter & The Deathly Hallows pt. 2 (2010/2011)

- RnD of **Fire River & Fire Creatures** setups (Flowline fluid simulations & fluid-driven particles). Focus on setup and shots of Fire Snake. Important creative and technical challenge in finding optimal balance between a high-detail realistic fire and recognizable creature shapes and motion.
- Trailer only: RnD and shot-work for Harry vs. Voldemort final duel connecting wands magic effects (multiple liquid fluid sims, volumes, particles & sprites).

**Experience
(continued)**

Harry Potter & The Deathly Hallows pt. 1 (2010)

- Harry vs Voldemort flying duel. RnD connecting wands magic effects (fluid simulations and custom particle fields).

The Chronicles of Narnia: The Voyage of The Dawntrader (2010)

- Dragon Fire (Flowline volumetric and particle fluid simulations).
- Sea of Lilies. RnD and shot-work of highly directable and scalable geometry-instanced particle setup. Including custom scripted fields.

Robin Hood (2009/2010)

- Contributed to highly efficient setups for Water Effects in end battle sequence with disembarking troops.
- Created parametric library of agent interaction water splashes (Flowline). Use of automatized tools to place and render water interaction caches or procedural setups, driven by crowd caches and ship animation caches. Contributed features to the tools to increase efficiency and directability.
- One-off shot: Dirt, grass and dust kicked up by CG hero crowd horsemen riding over hill.

Ilion Animation Studios. Madrid / 2008-2009

Effects Artist

Planet 51 (2008/2009)

- Creation of procedural setups for recurrent effects in the film (stone rain, alien-dog's chain, car fumes, dust particles in volumetric lights, bushes' dynamic interactions with characters)
- Diverse per-shot hero effects. Fire, smoke, large-scale destructions and deformations, RealFlow liquid sims, flying leaves, sparks, RBDs and more.

Freelance. Madrid / 2005-2008

- CG Generalist. TV, Film and Architecture Visualisation
- "Digital Compositing and VFX" lecturer at CICE (official Autodesk learning centre).

Skills	3D Packages	Maya	●●●
		Houdini	●○○
		3ds max	●●●
	Programming & Scripting	Python	●●●
		MEL	●●●
		MAXscript	●●●
		Maya API	●○○
		Giggle/lua (MPC)	●●○
		JavaScript	●○○
		xhtml, css, xml	●●○
	Compositing & 2D	Nuke	●●●
		Shake	●○○
		Combustion	●●●
		Photoshop	●●●
		Flame & Smoke	●○○
	FX-specific	Realflow	●●●
		Flowline	●●●
		Fume FX	●●○
		Particle Flow	●●●

**Skills
(continued)**

Render

Renderman ●●●
Mental Ray ●●○
Vray ●●○
3dsMax Scanline ●●●
Maxwell ●○○

Other

Lighting, Compositing, Photography, **Mathematics**, Physics, Rigging, Modeling, Texturing, 3D Animation, Filmmaking, Storytelling.

Education

CICE (Official Autodesk Training Center), Madrid

Master in Digital Post-production with Advanced Autodesk Systems (IFFFS—Inferno, Fire, Flint, Flame, Smoke)

CICE

Master in Film Directing.

CICE

Master in Graphic Design and Audiovisual Communication. Included modules:

- CG, 3D Animation and Digital Post-Production.
- Directing & Filmmaking for short films.
- Graphic Design
- Web Design and Development

Alfonso X University, Madrid

Telecommunications **Engineering Degree**, specialisation in Sound and Image. End of Studies **Award for Best Academic Record**.

Short Courses

Coursera, online (2012)

Game Theory (Mathematics) by Stanford Profs. Matthew Jackson & Yoav Shoham.

Coursera, online (2011)

Machine Learning (Artificial Intelligence) by Stanford Prof. Andrew Ng

Ilion Animation Studios, Madrid (2008)

Side Effects **Houdini** fundamentals by Kai Stavinski

CGWorkshops, online (2008)

Fume FX Workshop by Allan McKay

CAM, Madrid (2008)

Production for Short Films

Next Limit, Madrid (2005)

RealFlow fundamentals by Beatriz Lorenzo.

CICE (2005)

Animation Master Class by Miguel Ángel Fuertes

Awards

2007

- **Overall Grand Prize, Autodesk Ahead of the Curve.** Short film "Substantia"
- **Weekly Winner, MyToons "Get with the Times!"**. "Substantia"
- **Special Jury Prize**, Soria Short Film Awards. Short film "Substantia"
- **1st Prize Animation**, Caostica Festival. Short film "Substantia"

2006

- **Special Mention**, Barcelona Visualsound 2006. Short film "Birdtigo"
- **Hon. Mention - Animation**, Sta. Maria de Europa Awards. "Birdtigo"

2005

1st Prize, II SICARM. Short film "Inner Silence: Canción de un Ocaso"

2004

1st Prize, AnimaMax **3D Animation Marathon** - Animadrid 2004

2002

End of Studies Award "**Best Academic Record**" – Technical Engineering in Telecommunications (Sound & Image). University Alfonso X, Madrid (Spain).

Short Films. Directing & Making	3D Animation	<ul style="list-style-type: none">● <i>The Unfold</i> teaser (2008)● <i>Substantia</i> (2007)● <i>Politeness and Tires</i> (2007)● <i>Birdtigo</i> (2005 – codirected)● <i>Inner Silence: Canción de un Ocaso</i> (2005)
	2D Animation	<i>Amor Redondo</i> (2005 - codirected)
	Live Action	<i>In Peace</i> (2006)

Languages	Spanish: Mother tongue
	French: Mother tongue level – raised in Brussels (ages 5-18)
	English: Proficient
	German: Beginner

Other Relevant Information

- Knowledge of and interest in **traditional artistic techniques** (photography, drawing, painting) and theory (colour, composition, lighting, etc.)
- Great ability for **quickly adapting to and learning** new tools, methods and work environments
- Strong university-level education in **maths, physics and audiovisual technologies**.
- Good **communication skills**, written and oral.
- Experience in small **live action shootings**, as Director of Photography and Camera Operator.
- **International Experience**. Raised in Brussels, Belgium (ages 5-18).
- Interests: photography, drawing/painting, music (guitarist), snowboarding, surfing, climbing, strategy board games.