

Eric White  
-VFX Artist  
-Previs Artist  
-Generalist

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Location:

Los Angeles , CA

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## Professional Summary

Creative Cinematics and Visual Effects Artist with experience in creating dynamic effects such as smoke, fire, and liquid simulations using Houdini. Capable of composing cinematic shots and lighting using Unreal Engine and Maya. With a deep appreciation for a cinematic art style, I utilize techniques of editing aesthetics and a firm understanding of the film production and vfx pipeline. In addition, I have a strong understanding and interest in subjects such as pre-visualization, texturing, and scene modeling.

## Awards / Recognition

- **Best Visual Effects** for *Colorado Film School Awards*, 2019

## Experience

**3D Generalist;** VrWerx - Los Angeles, CA Spring 2023

- Generated unique textures and original VFX under the guidance of art director for a playable game demo to show to prospective investors
- Utilized Unreal Engine 5, Maya, and Substance Painter to correct existing assets and merge with original work within the game to create an immersive visual experience.

**Visual Effects;** Freelance - Denver, CO 2018 - Present

- Developed paintball gun effects and paint splashes using After Effects and Cinema 4D for *A-Z Productions'* short film, *Last of the Manticores*.
- Built and composited custom-made smoke, muzzle flashes, and impacts in After Effects for various action scenes for short film, *The Pack*. Also utilized Cinema 4D to simulate glass shattering.

**Art Direction Assistant;** Freelance - Denver, CO 2018

- Aided in achieving and creating designs to fit a director's vision in the short film, *Rewind*, during pre-production and on-set production. Featured on the *DUST* youtube channel which currently has over 3 million subscribers.

## Software Proficiency

- For all 3D workflows including, VFX, Modeling, Scene Creation, and Cinematic Composing : Houdini, Maya, Cinema 4D, Unreal Engine.
- Performance Capture and Animation Purposes : Motion Builder
- 2D effects and compositing : After Effects, Nuke
- Color and Editing : Premire Pro, Davinvi Resolve
- Texturing : Substance Painter, Photoshop
- Rendering : Redshift, Vray, Arnold

## Education

- **Gnomon, School of Visual Effects.** Bachelor of Fine Arts Degree, VFX Program. *Graduate of 2023*
- **Colorado Film School.** Associates in Arts Degree. Post-Production Program. *Graduate of 2019*