

# German de Benito

Gneisenaustraße 22-24,  
München, 80992, Germany

email: [german1974@gmail.com](mailto:german1974@gmail.com)

demo reel: <https://vimeo.com/225163408>

password: fxtD2017

phone:

+34 644 288 963

## ABOUT ME

I am a Visual effects artist and edTech entrepreneur with strong interest on destruction FX. My key specialties include creating dust, fire, smoke, debris, particles, fluids and rigid body dynamics.

I am highly passionate and always willing to learn and enjoy new challenges. Eager to improve my skills and take responsibilities, I have an exceptional ability to quickly master new software and technology. Great ability to solve problems in a creative approach.

I been working as VFX instructor teaching Maya and Houdini, with a good knowledge on other disciplines, including, modeling, rigging, texturing and compositing.

## EXPERIENCE

**Rodeo FX / [www.rodeofx.com](http://www.rodeofx.com) / Munich, Germany**

**Senior FX Artist / June 2018 - Now**

RBD, sand and dust simulations.

"Aquaman" (2018)

**Moving Picture Company (MPC) / [www.moving-picture.com](http://www.moving-picture.com) / Montreal QC, Canada**

**FX Learning Lead / May 2018 - June 2018**

Technicolor Academy FX Learning Lead

**Sony Pictures Imageworks / [www.imageworks.com](http://www.imageworks.com) / Vancouver BC, Canada**  
**Senior Houdini FX TD / January 2018 - May 2018**  
Destruction FX / RBD / smoke and dust simulations.  
"Hotel Transilvania 3" (2018)

**Cinesite Studios / [www.cinesite.com](http://www.cinesite.com) / London, United Kingdom**  
**Senior Houdini FX TD / August 2017 - January 2018**  
Destruction FX / Fluid / Water simulations.  
"Thor: Ragnarok" (2017) - Image Engine  
"Avengers: Infinity War"(2018)  
"Robin Hood"(2018)

**Windmill Lane VFX / [www.windmilllane.com](http://www.windmilllane.com) / Dublin, Ireland**  
**Senior Houdini FX TD / May 2016 - August 2017**  
Destruction FX, smoke, debris and dust. Fluid/Water Simulations.  
"The King's Choice" (2016) directed by Erik Poppe  
"The Ash Lad"(2017) directed by Mikkel Brænne Sandemose

**Ilion Animation Studios / [www.ilion.com](http://www.ilion.com) / Madrid, Spain**  
**Houdini FX Artist / March 2016 - May 2016**  
Destruction FX, smoke, debris and dust.  
"Wonder Park" (Paramount Animation)

**Windmill Lane VFX / [www.windmilllane.com](http://www.windmilllane.com) / Dublin, Ireland**  
**Houdini FX TD / January 2016 - March 2016**  
Destruction FX, RBD, smoke, debris and dust.  
"The Siege of Jadotville" (2016 Netflix Feature Film)

**FX Artist & VFX Instructor / February 2013 - December 2015 / Spain**  
Freelance  
Freelance FX Artist and VFX Instructor. (Houdini, Maya and MARI)

**VFX Instructor / February 2011 - June 2015 / Spain**  
**Nurbs 3D School / [www.nurbs.es](http://www.nurbs.es)**  
Instructor and content creation. Topics on the courses where 3D Modeling, Texturing with Mari and VFX creation with Houdini and Maya.

**Founder & web developer / December 2007 - November 2013 / Spain**  
**nGenio Creative Solution S.L.**  
Creative agency. Multimedia content creation.

**Founder & web developer / December 2001 - April 2003 / Spain**  
**Factory404 S.L.**  
Creating high end training for web developers and designers. Research and Development of new elearning tools.

**Webmaster & web developer / January 2001 - December 2001 / Spain**  
**Global Emotions S.A.**

Research and development of new ecommerce tools for the online shop.  
PHP/HTML developer.

**Web Designer / February 2000 - January 2001 / Spain**  
**HTMmedia.S.L**

Web designer. My task includes design and HTML/CSS/PHP coding.

## KEY SPECIALTIES

### **RIGID BODY DYNAMICS**

With a special interest in Destruction FX one of my specialties it's Rigid Bodies simulation.

### **FLUID DYNAMICS**

Creating Dust, Smoke, Fire and liquid simulations.

### **PARTICLE DYNAMICS**

Particles are always a great companion for other simulation effects. Adding detail to Destruction FX simulating small debris or in fluids simulation.

### **SCRIPTING**

With a background in web development it was easy for me to jump into VFX languages like MEL, PYTHON or VEX.

### **MODELING**

There is always a beginning and modeling was my first step. I'm feel confident poly modeling in Maya or sculpting with Zbrush. In the last couple of years I discovered that procedural modeling with Houdini can be so fun an exciting.

### **TEXTURING**

Along with visual effects, texturing is one of my favorite disciplines. From day one MARI became my choice as painting tool and I always have fun when it's time for texture painting.

## EDUCATION

**LAI Escola Superior de Disseny / Barcelona / September 1997 - June 2000**

On September 1997 I moved to Barcelona to study Industrial Design, it was my first experience with 3D modeling with an old 3D Studio Max version.

### **CGSociety**

Intermediate To Advanced Techniques In V-Ray (2012)

Realistic Character Texture Painting In Mari 2.0 (2013)

Rigging The Body (2013)

Advanced FumeFX (2014) Allan McKay

Fluids FX Using Houdini (2014) Spencer Lueders

Destruction In Houdini (2014) Pawel Grochola

Destruction Dynamics (2014) Allan McKay

Animal Skin & Scales In Mari 2.6 (2014) Alwyn Hunt

Feature Film Destruction In Maya (2014) Allan McKay

Houdini Pyro FX In Film Production (2014) Allan McKay / Ruben mayor

Animation for Crowds (2015) Scott Raymond

Scripting & Tool Development for Maya (2015) Nico Sanghrajka

Abstract Effects in Houdini (2016) Niels Prayer

Mastering Destruction an Art-directing Damage (2016) Keith Kamholz

### **Allan McKay | FX Technical Director Transformation**

Eager to improve my skills at the end of 2014 decided to enroll in the course tutored by Allan McKay, "Transformation FX Technical Director". An 8 months extensive course that mainly focuses on career development as Visual Effects TD. This course has been a incredible inspiration for me. Allan is an awesome teacher and a great inspiration to keep pushing.

### **Others**

FXPHD, CMIVFX, DIGITAL TUTORS, THE GNOMON WORKSHOP....

These days it is easy to find plenty of websites to learn 3D, from beginner to advanced courses, but back in 2005, Digital Tutors was where I began to learn.

## **SOFTWARE & SKILLS**

Houdini

Maya

RealFlow

Zbrush

MARI

Nuke

Photoshop

Python

MEL

PHP-CSS-HTML

