

HARRY ELLARD

Senior FX Technical Director

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PROFILE

Senior Effects Technical Director with 14 years experience delivering high-end effects simulations for feature films.

EXPERTISE

- Advanced FX simulation in Houdini and Maya (volumetrics, particles, procedural setups).
- Broad technical skill set with a focus on delivering high-quality, cinematic results.
- Strong collaborator across multidisciplinary teams, ensuring seamless integration of effects.
- Detail-driven, deadline-focused, and adaptable to evolving tools and industry trends.

FILMS

- **Avatar: Fire and Ash (2025)**
Large scale explosions, fire, smoke, destruction, underwater bubbles.
- **Superman (2025)**
Created setups for Metamorpho Gaseous state, Superman Heatvision & Kaiju saliva.
- **The Marvels (2023)**
Monica blast and intangible effects setup development, various supernatural weapon impacts.
- **Doctor Strange in the Multiverse of Madness (2022)**
Dead Strange spirit cloak simulations using vellum, spirit trails.
- **The Eternals (2021)**
Vehicle and environment destruction, Icarus Eye Beam effect development.
- **Star Wars: The Rise of Skywalker (2019)**
Worked on Force Lightning shots, speeder dust, as well as several other elements in shots
- **The Lion King (2019)**
Large scale fire and smoke, hero dust, embers, ground interaction for crowds of quadrupeds.
- **Solo: A Star Wars Story (2018)**
Volumetric and particle simulations for snow elements, destruction, sparks, thrusters, breath
- **Valerian and the City of a Thousand Planets (2017)**
Setup and development of large scale volumetric and particle simulations.
- **Ghostbusters (2016)**
Development of supernatural portal effect.
- **Spectre (2016)**
Simulation of snow wash, smoke, debris and dust.
- **Batman v Superman: Dawn of Justice (2016)**
Large scale dust sims, shockwaves, fire trails, debris and sparks.
- **Furious 7 (2015)**
Engine thrusters and fire/smoke setups, explosions.
- **Exodus: Gods and Kings (2014)**
Development of a setup for churning water simulations using Flowline
- **Guardians of the Galaxy (2014)**
Simulation of explosions using Flowline.
- **Percy Jackson: Sea of Monsters (2013)**
Created several setups for hero magic elements, as well as deployed them into shots.
- **The Seventh Son (2013)**
Flowline/Maya particle simulations for dirt, bubbles, splinters, drips, dust, rocks and saliva.
- **Man Of Steel (2013)**
Created setups for Superman 'heatvision' effect and dropship 'plasma burst' effect

- **Total Recall (2012)**
Simulation of particle rain, splashes, smoke trails, sprite steam and speed FX.
- **Prometheus (2012)**
Simulation of explosion debris, smoke trails, engine thrusters, sand, ash, dust, pebbles.
- **John Carter (2012)**
Simulation of particle blood, trail dust, impact chunks, atmospheric dust.

EMPLOYMENT

Apr 2025 – Oct 2025 **Wētā FX**, Remote
Senior FX Technical Director

Aug 2024 – Feb 2025 **Wētā FX**, Wellington
Senior FX Technical Director

Jan 2022 – May 2023 **Wētā FX**, Remote
Senior FX Technical Director

Nov 2020 – Dec 2021 **MPC**, London
Key FX Artist

Aug 2020 – Nov 2020 **Scanline VFX**, London
Houdini FX Artist

Jun 2020 – Aug 2020 **One of Us**, London
FX Technical Director

Aug 2019 – Dec 2019 **ILM**, London
FX Technical Director

Aug 2018 – Jun 2019 **MPC**, London
Key FX Artist

Jan 2018 – April 2018 **ILM**, London
FX Technical Director

Mar 2016 – Jan 2017 **Weta Digital**, Wellington
FX Technical Director

Aug 2015 - Nov 2015 **The Moving Picture Company**, Vancouver
Senior FX Technical Director

Mar 2014 - Feb 2015 **The Moving Picture Company**, London
FX Technical Director

Jul 2011 - Jun 2013 **The Moving Picture Company**, London
Junior FX Technical Director

EDUCATION

Sep 2008 – Jun 2011 **University of Portsmouth**, Portsmouth
BSc (Hons) Computer Animation, First Class Honours

REFERENCES

PLEASE CONTACT ME FOR REFERENCES