

HARRY ELLARD

Senior FX Technical Director

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PROFILE

Dynamic and results-oriented Senior Effects Technical Director with a proven track record of excellence in creating immersive visual effects for feature films. Seeking a senior-level role to leverage thirteen years of expertise in FX simulations, while driving innovation and pushing creative boundaries.

EXPERTISE

- Demonstrated proficiency in crafting sophisticated FX simulations using industry-standard software such as Houdini and Maya.
- Extensive experience specialising in volumetric and particle simulations, complemented by a diverse skill set encompassing various other FX simulations and procedural setups.
- Proven ability to collaborate effectively within multidisciplinary teams, ensuring seamless integration of visual effects into film projects.
- Strong problem-solving skills coupled with a keen eye for detail, resulting in delivering high-quality visual effects on time and within budget constraints.
- Continuously adapt to evolving technologies and industry trends to stay at the forefront of the visual effects field.

FILMS

- **The Marvels (2023)**
Monica blast setup development, Monica intangible development, various weapon hits and interactions
- **Doctor Strange in the Multiverse of Madness (2022)**
Dead Strange spirit cloak simulations using vellum, spirit trails
- **The Eternals (2021)**
Vehicle destruction, environment destruction, Icarus Beam development
- **Star Wars: The Rise of Skywalker (2019)**
Worked on Force Lightning, 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

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
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REFERENCES

PLEASE CONTACT ME FOR REFERENCES