# CHERRIE TSOI

**CFX & GROOM ARTIST** 

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### **EXPERIENCE**

Animal Logic

**Character FX Artist** 

Jan 2021 - Present / Vancouver, BC

- " Super Pets " (2022)
- Cloth, hair and fur simulation in Houdini Vellum
- Run Character FX shots work in Houdini pipeline

AIRBAG.co
Houdini Groom Artist

June 2021 / Freelance

- Realistic koala grooming for commercial

BCN Visuals

**Houdini Groom Artist** 

April 2021 / Freelance

- Realistic polar bear grooming for commercial

Encore VFX

**Groom & CFX Artist** 

Jan 2020 - Dec 2020 / Vancouver, BC

- Research and develop the workflow for Grooming and CFX in Houdini
- Create realistic groom for creatures and digi-doubles
- Setup vellum hair simulation in Houdini and run shots Doom Patrol (Season 2 & 3) Super Girl (Season 6) Batwoman (Season 2) Black Lightning (Season 4)

Flash (Season 7)

# **EDUCATION**

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

Sep 2013 - June 2018 / Savannah, GA

B.F.A. in Visual Effects, Minor in Motion Media Design

# **SKILLS**

Maya, Houdini, XGen, Marvelous Designer, VEX, Arnold, Redshift, Renderman, Mantra Windows, Mac OS. Linux

### Synthesis Al

#### **Houdini Groom Artist**

July 2019 - Nov 2019 / Freelance

- Create different human hair styles for digital double in Houdini
- Grooms are for use in synthetic data for computer vision and machine learning

### MPC

#### **Technical Animation Artist (CFX)**

Jun 2018 - Dec 2019 / Montreal, QC

- Dolittle (2020)
- Responsible for main character's cloth, fur, and muscle setup
- In charge of setting up environment dynamics (grass/ plants/ trees) in hair system for the team
- Run cloth, hair and feathers simulation in shots
- Write tutorials/ documentations about my cloth and hair setup for the team
- Mentor the team and new starters about the in-house pipeline and tools
- Pokémon Detective Pikachu (2019)
- Build cloth and hair setups for Crowds
- $\bullet \ \ \text{Build environment dynamics setups (plants/\ grass) in \ hair\ system}$
- Ditto's transformation/ morphing effects
- The Predator (2018)
- Cloth and nHair simulation
- · Shot finaling, muscle sculpting, and skin fixes