

Spencer Lueders – Senior Technical Director

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Relevant Work Experience:

Sony Pictures Imageworks, Los Angeles, CA

April '12 – Present

FX Lead on *The Amazing Spider Man 2* – April 2013 – Feb 2014

- Developed effects elements and pipeline for Electro's (villan) lightning bolts
- I was 1 of 4 Fx Leads for a team of 62 fx artists
- Reviewed and gave feedback for team's work

Senior FX TD on *Smurfs 2* – Feb 2013 – April 2013

- Produced fluid simulations for puddles
- Created gas and condensation effects

Senior FX TD on *Oz: The Great And Powerful* – April 2012 – Jan 2013

- Responsible for creating photoreal whitewater river
- Developed procedures to produce large scale water elements efficiently

Rhythm And Hues, Los Angeles, CA

Sept '11 – April '12

Senior FX TD on *Life Of Pi*

- Film won Academy Award For "Best Visual Effects"
- Generated whitewater and fluid elements
- Using Naiad to generate fluid simulations

Framestore NY, New York, NY

Mar '06 – Aug '11

- Develop procedural assets and effects to strengthen Framestore's capabilities and efficiencies
- Senior member of CG department
- Recruited to newly created NY Film department (2009)
- Authored various pipeline scripts to increase speed and streamline productivities for CG department to work more efficiently

FX Lead on *Smurfs* – Aug 2010 – May 2011

- Created highly directable fly swarm made up of 700,000+ flies
- Produced assets for fracturing and morphing objects
- Created choreographable lightning assets

FX Lead on *Salt* – Aug 2009 – March 2010

- Developed Houdini assets and pipeline to produce fracture, dust and debris effects driven by curves for crypt sequence

FX Technical Director on *Clash Of The Titans* – Dec 2009 – Feb 2010

- Created volumetric clouds rolling using Houdini and rendering in Mantra
- "Wispy Smoke" choreographed using custom fields and curves

Nominated credits include:

- 2010 VES Nominee – "Outstanding Animated Character in a Commercial" – Pepsi Penguin
- 2009 VES Nominee - "Outstanding Visual Effects in a Commercial" – FedEx Pigeon

Contributed on Nominated credits:

- 2011 VES Nominee – "Outstanding Supporting Visual Effects in a Feature Motion Picture" - Salt
- 2008 Prime Time Emmy Nominee – "Best Overall Commercial" – FedEx Pigeon
- 2007 VES Nominee – "Outstanding Created Environment in a Commercial"- Coca Cola The Greatest Gift

Assemble Animation and Effects Boutique, Berkeley, CA

Nov '05 – Feb '06

Technical Director on *Hollow Man 2*

- Utilized custom Houdini Digital Assets to generate water simulations and create human blood vessels

Side Effects Software Inc, Santa Monica, CA, Intern/Apprentice

May '05 – Oct '05

- Produced and demonstrated Houdini 8 example files at Side Effects booth for SIGGRAPH 2005
- Generated procedural effects and Digital Assets such as Fire, Cloth Tearing, and Tornados

Related Work Experience:

CG Society Workshops, cgsociety.com, Instructor

April '12 - Present

- Introduction To FX Using Houdini Workshop
- Fluid Effects Using Houdini

School Of Visual Arts, New York, NY, Adjunct Professor

Sept '07 – May '11

- Teach Houdini Introductory Effects class to junior and senior undergraduate students

Side Effects Software Inc, Guest Presenter

- Presented “Customer Story” for effects produced on Salt at SIGGRAPH 2010
- Taught Houdini introductory seminar at New York University

July 2010
April 2008

Relevant Software Skills:

- **Software:** Houdini, Naiad, Katana, Nuke, Maya
- **Programming:** Python, Hscript, Mel, Perl, Bash Shell

Education:

M.A., Digital Effects (received Distinction)
Bournemouth University – Bournemouth, UK

Sept 2004

B.A., Interdisciplinary (Environmental Design, Communications, Psychology)
University of Missouri – Columbia, MO

May 2001