

BEN FROST

VISUAL EFFECTS ARTIST

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PROFILE

I am a highly motivated visual effects artist, with a specialism in fx technical direction.

The types of work I am able to be involved with and achieve within the vfx field, both individually and as a part of a collaborative team, I find is really exciting.

This is what drives me to keep learning and developing as an artist. And strive to make great imagery for people enjoy, and to be proud of.

EXPERIENCE

* **Effects Artist**, Walt Disney Animation Studios, Burbank, USA. 2013-Present

features worked/ing on + task(s):

- **Big Hero 6** (Don Hall & Chris Williams, 2014) .. Microbots / Water
- **Frozen** (Chris Buck & Jennifer Lee, 2013) .. Snow / Bubbles / Water

* **Effects Technical Director**, Framestore, London, UK 2009-2013

feature films worked/ing on + task(s):

- **The Secret Life of Walter Mitty** (Ben Siller, 2013) .. Water Simulation.
- **47 Ronin** (Carl Rinsch, 2013) .. Dust / Debris
- **Gravity** (Alfonso Cuaron, 2013) .. Vapour
- **Lincoln** (Steven Spielberg, 2012) .. Boat Bow Break / Water Simulation (Naiad)
- **Sherlock Holmes : A Game of Shadows** (Guy Ritchie, 2011) .. Snow / Mist / Explosion Debris
- **The Chronicles of Narnia : Voyage of the Dawn Treader** (Michael Apted, 2010)
.. Trees / Sand / Wave Spray
- **Prince of Persia : The Sands of Time** (Mike Newell, 2010) .. Sand Splash Development
- **Clash of the Titans** (Louis Leterrier, 2010) .. Hades Essence / Smoke / Evil Vomit / Embers
- **Avatar** (James Cameron, 2009) .. Welding Sparks / Bullet impacts / Dust
- **Where the Wild Things Are** (Spike Jonze, 2009) .. Dust Trails / Explosion Debris

commercials worked on + task(s):

- **Pepsi Max : Kick in the Mix** (2012) .. CG Crowd Layout and Lighting
- **Canon IXUS : Pixels** (2011) .. People Pixelising / Particles

- **Coca-Cola : Siege** (2011) .. Tress / Forest / Fireworks
- **Kia Soul : This or That** (2010) .. Fur / Lighting / Groom Extension
- **Sony Bravia : Soccerstar** (2010) .. Sprite Crowd

***3d Generalist**, Lola-Post Ltd, London 2008-2009

worked on + task(s):

- **Imaginarium of Dr Parnassus** (Terry Gilliam) .. Tracking / Simulating / Lighting & Rendering Clouds.

***3d Design & Visualisation**, Creative Id*a Ltd, Leicester 2005-2007

The development of 'Point of Sale' concepts for commercial clients as a team and individually. Designs concluded in an accurate photo-realistic visualisation or animation for pre-production purposes. Clients included: L'Oreal, Philips, Sony, Casio, Diesel & Maybelline.

EDUCATION

MA Digital Effects : NCCA, Bournemouth University 2007-2008

BA Multimedia Design : De Montfort University, Leicester 2002-2005

BTEC Diploma Art & Design Foundation : De Montfort University, Leicester 2001-2002

SOFTWARE SKILLS (CURRENT & PERVIOUSLY USED)

Houdini (primary)

Naiad

Maya / 3d Studio Max / Softimage XSI (previous life)

Nuke

SCRIPTING LANGUAGES

Python

HScript

HTML

REFERENCES

Available upon request..

hope to hear from you soon :)