

Siddharth Achrekar VFX / Lighting

www.massdeletion.com

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My skills include modeling, texture painting, lighting, compositing and particle simulations.

2D Paint / Cel Animation Product Experience:

Adobe PhotoShop, Illustrator, Painter, Flash, Dreamweaver, Fireworks, Adobe After Effects, Shake, Combustion, Flint/Effect

3D Animation / Rendering Product Experience:

Alias|Wavefront Maya, Softimage XSI, 3D Studio MAX, Houdini, Zbrush, Maxon Body Paint, Vue Infinite.

Experience with the following Computer Platforms:

SGI, PC, Mac

Education/Training:

B.F.A Advertising and Graphic Design, Sir JJ School of Applied Art, India. 1992-1998

M.F.A Visual Effects and Animation, Savannah College of Art and Design, Savannah Georgia. 2000-2004

Production/Work Information:

Indiana Jones Staff Of Kings, Lucas Arts 2008

XBOX 360, PS3

Visual effects artist.

Visual effects pre-production.

Star Wars - Force Unleashed, Lucas Arts 2007-2008

XBOX 360, PS3

Visual effects artist

Responsible for designing and executing cutting edge real-time visual effects.

Writing shaders using proprietary software.

The Simpsons, Electronic Arts, Redwood Shores. 2007

XBOX, XBOX 360, PS2, PS3, Wii

Visual effects artist

Responsible for designing and executing real-time visual effects using proprietary software.

Unaccredited.

The Godfather, Electronic Arts, Redwood Shores. 2005 -2006

XBOX, XBOX 360, PS2, Wii

Visual effects artist / Modeler / Texture Artist / Lighting

Responsible for designing and executing real-time visual effects using proprietary software.

Designing and executing 65 visual effect shots for pre-rendered cinematics using Maya. Including compositing and visual effects lighting.

Real time dynamic lighting for characters: In game cinematics.

Asset modeling and texturing for pre-rendered cinematics using Maya maintaining historical accuracy of the subject.

Asset modeling and texturing for marketing stills featured in Electronic Gaming Monthly, issue, March 2005.

Tiger Woods 2007, Electronic Arts, Redwood Shores. 2006

XBOX 360

Visual effects artist

Responsible for environmental visual effects using particle systems.

Tiger Woods 2005, Electronic Arts, Redwood Shores. 2004

PS2, XBOX

Visual effects artist / Modeler / Texture Artist

Responsible for environmental visual effects using particle systems.

Asset modeling and texturing key environmental elements.

Rick and Rocky, 24 fps HD Animated short for Cannes Film Festival . 2003

Visual effects artist / Texture Artist

Developed dynamic effects to be composited over stop motion animated plates. Maya and Shake.

Re-painted original textures in Photoshop changing the look of the film from realistic to non realistic complimenting the director's vision.

Accomplishments:

Interviewed by Computer Graphics World regarding short film Divya and recent accomplishments, issue January, 2005.

SIGGRAPH 2004

Visual Effects Category Award.

S.P.A.C.E Animation Festival, short film, Divya.2004.

Savannah Film Festival

Best Student Animation, Divya.2004.

Savannah Film Festival

Best Animation Runner Up, short film Divya.2004.