NICHOLAS PAPWORTH

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Location: Vancouver, Canada
British with Canadian PR

EXPERIENCE

CG FX SUPERVISOR, DNEG; VANCOUVER, BC – 2021 - PRESENT

- Furiosa: A Mad Max Saga
- Dune: Part 2
- Shazam 2: Fury of the Gods
- Bullet Train
- Greyhound

- Responsible for managing teams from 10 - 40 people. Briefing, bidding and reviewing across various sites and time zones (India, Montreal and Vancouver)
- Collaborate across various softwares; navigating specific show requirements and coordinated leads and artists to resolve a variety of technical challenges
- Overseeing large scale water, destruction and volumetric FX, development of toolsets and asset creation using Python, extensive instancing workflows

FX LEAD, DNEG; VANCOUVER, BC - 2018 - 2021

- Venom 2: Let There Be Carnage
- Togo
- Chitti 2.0

- Oversaw whole sequences of complex destruction and water simulations
- Development of extensive environment assets, setup creation for snow workflows

SENIOR FX TD, DNEG; VANCOUVER, BC - 2016-2018

- Godzilla: King of the Monsters
- The Meg
- Annihilation
- Fantastic Beasts and Where to Find Them
- The Mummy (FX and Lighting)
- Star Trek Beyond
- Huntsman (FX and Lighting)

- Varying FX from complex water simulations to intricate RBD dynamics, particle simulations and pyro. Explored lighting and shading on numerous shows in mantra and responsible for instancing millions of coral and huge underwater volumetric plumes

FX TD, DNEG; LONDON, UK - 2013 -2016

- Terminator Genesis
- Insurgent
- Exodus: God and Kings
- Hercules
- Jupiter Ascending
- Thor: The Dark World
- Hunger Games: Catching Fire

- Sequence wide fire setups, large scale volumetric sims in Maya and Houdini, destruction, hail, molten metal and instancing

DIGITAL ARTIST, DNEG; LONDON,UK 2010 -2013

- John Carter (Cloth TD)
- Captain America: First Avenger (Animator and Matchmove)
- Batman: The Dark Knight Rises (Matchmove and Animator)
- Superman: Man of Steel (Postviz and CFX)
- Fast and Furious 6 (Matchmove)
- Total Recall (Matchmove)

- Responsible for a franchise- adopted shield animation and digi-double takeovers, body tracking and shot concepts and development. Extensive use of 3DEqualizer

AWARDS

Nominated for a VES award in 2021 for Outstanding Effects simulation in a Photo-real Feature

EDUCATION

Bournemouth University, UK – BA(HONS), Computer visualisation and animation - 2006 -2009

SOFTWARE

