

JONATHAN FREISLER
LEAD FX ARTIST

My core skills are in FX and visual effects animation. I specialise in particles, fluids, simulations and all things effects and natural phenomena.

Feature film effects work:

I have worked on a number of feature productions of various scales and in various roles:

'Spongebob squarepants 2' Iloura, Melbourne (in production) – Lead FX artist
Doing lots of water simulations, and general character interaction set ups.

'Godzilla' MPC, Vancouver – FX TD
I was responsible for a number of hero large and small scale water shots, also a bunch of dust and atmospheric interaction simulations. Working in primarily flowline.

'Fury Road' (Mad max 4) Iloura, Melbourne – Lead FX artist

'The Great Gatsby' Iloura, Melbourne – Lead FX artist
Look development, style frames, overseeing and supervising the FX team for around 80 shots with a short turn around.

'I, Frankenstein' Iloura, Melbourne - Lead FX artist
Setting up a number of FX rigs for other artists to pick up and use in other shots. Most of which are smoke and dust simulations, and some destruction. Look development and RnD for effects.

'After Earth' Iloura, Melbourne (in production) – Lead FX TD/Naiad TD
Lead artist on a number of complex water simulation shots that involve hundreds of creatures running through and interacting with water at high level of detail.

'The Emperor' Iloura, Melbourne - Lead FX artist

'Ted' Iloura, Melbourne - FX TD
I was the only effects artist on the job, covering a wide range of effects for most things Ted came into contact with. Mainly fluid sims for smoke, beer and bubbles.

'Ghost Rider 2: Spirit of Vengeance' Iloura, Melbourne - Lead FX artist
Look dev, RnD and lead FX artist for around 80 shots which involved complex fluid simulations, particles and various other challenges. I was solely responsible for the disintegration and hell truck shots and also completed a number of skull fire and miscellaneous shots.

'The Killer Elite' Iloura, Melbourne - FX artist/Generalist

'Sanctum' Iloura, Melbourne - FX/Environment artist

Education:

2010 - Graduated JMC Academy, Melbourne Australia. I completed by Bachelor of Creative Technology.

2007 - Attended Academy of Interactive Entertainment.

Skill summary:

Expert in 3D Studio max, Maya basics and Houdini basics

Fluid dynamics – fire, smoke, liquids: FumeFX, Realflow, Naiad
Rigid body, fragmentation dynamics: Thinking Particles dynamics, Rayfire/PhysX
Particle effects: Thinking Particles, Particle Flow
Volumetric effects – Afterburn, FumeFX, Krakatoa
Shading, lighting, rendering – Vray, Mental ray
Compositing and post-production – Fusion, Nuke