

# Mitul Patel FX

E-mail : mail@mitul.co.in  
mitul3d@gmail.com

Mobile : +91 9880418892

Address : D/239, Prestige Palms, ECC Road, Whitefield,  
Bangalore-560066, India.

Website : www.mitul.co.in

## Objective

To create incredible effects in a progressive and creative environment.

## Qualifications

1. Experience in Lighting, Rendering and Compositing of effects elements
2. Good knowledge in Scripting (Hscript, Python and MEL), Math and Physics.

## Professional Experience

### Responsibilities:

1. Technical and Look Development of effects like fire, smoke, liquid, explosions, debris and various other natural phenomenon.
2. Responsible for deployment and quality control of FX best practices and studio pipeline standards.
3. Responsible for bidding of shots/sequences and casting of artists/developers.
4. Tracking FX production goals and assisting in reaching targets when problem areas are identified.
5. Responsible for Inter-departmental communication for all FX assets.
6. Mentoring/Training the team, and assessing artists performance and progress.
7. Lead department training initiatives to migrate from Maya to production ready Houdini proficiency.
8. Responsible for department recruitment and the new internship program.
9. Designed the new hire training program.

### The Penguins of Madagascar – Feature Film

1. Leading the core development team of the project.
  - Developed DW's state of the art workflow and tools for large scale transient domain water effects/simulations based on Houdini FLIP (micro-solvers) / Naiad, through to final look approval.
  - Deployed and trained my team on DW's state of the art liquid simulation workflow for the most challenging liquid effects sequence undertaken by DreamWorks till date.
2. Appointed Head of Effects for 3 major sequences in production.
3. Was assigned and successfully delivered challenging and time critical shots in production.
4. Was assigned to lead the most challenging and critical sequences in production.
5. Continued mentoring artists in Houdini proficiency and techniques.

**DreamWorks Animation**  
**FX Lead**  
Aug 2010 - (Current)  
Bangalore, India

**Pixion CCL**  
**CG Supervisor**  
Apr 2010 – Aug 2010  
Mumbai, India

### **Madagascar 3 - Feature Film**

10. Look development and shots execution for stylized Train-Steam.
11. Created Train-Steam system for using in multiple shots by other artist in India and US,.
12. Rocket skates smoke trail effect.
13. Handled overall responsibility in the absence of Head of FX.

### **Puss in Boots - Feature Film**

1. Simulation and look development of champagne opening effect.
2. Created automated Horse foot dust setup for multiple shots.
3. Sandstorm lighting and compositing

### **Madly Madagascar - DVD**

1. Lab Dry Ice effect.
2. Pond water Setup for multiple shots.
3. Pond Splash effect
4. Tidal wave effect
5. Jeep Dust Trail effect
6. Developed tool in Maya (python) for in-house Bullet solver.

### **Spooky Stories - DVD**

7. Fire, smoke and ember effect for Fireplace.
8. Created pipeline system of fireplace to plug and play in multiple shots

### **Journey To Madagascar - Ride Cinematic**

1. Fire, Smoke.

### **Responsibilities:**

1. Onset supervision.
2. Monitoring project progress, directing crew and making necessary changes to ensure project will be completed on time and within budget constraints.
3. Overseeing the technical approach and procedures for the project.
4. Guiding the team on Technical and Creative front.
5. Ensuring proper use of resources.

### **The Deep – TVS BBC uk**

(5 Episode underwater series – BBC UK)

1. CG Supervision
2. Responsible for QC check and Client communication
3. FX such as Submarine Bubble Trail effect, Submarine hitting rock effect, underwater blast effect.
4. Developed a system for underwater Crap

### **Once upon a time in Mumbai - Feature Film**

5. Sand, dust, debris and set-extension

### **Golmaal 3 - Feature Film**

- Smoke, splash etc.

### **Tilda Rice – TVC**

**Pix n Trix studio**  
**CTO**

Aug 2007 – Dec 2008  
Mumbai, India

**Responsibilities:**

1. Planning and Onset supervision
2. Maintaining daily, open communication with teams and Production Manager.
3. Pitching and bidding for projects and communicating with clients.
4. Guiding the team on Technical and Creative front.
5. Involved in decision making process.
6. Conducted audits and advised senior production staff of project concerns.
7. Contributed to the development of overall pipeline process.

**3 idiots - Feature Film**

1. Lamp breaking, city flood and rain, soap bubbles
2. CG car for multiple shots, day to night and set extensions.

**Fired - Feature Film**

**Parle LMN - Feature TVC**

3. CG water in transition.

**Cadbury Éclair - TVC**

4. Liquid chocolate blasting effect.

**Cadbury Halls - TVC**

5. Snowball hitting face and Snowing effect

**Himani Sona Chandi - TVC**

**Boroplus - TVC**

**Responsibilities:**

1. Onset Supervision
2. Collaborated with production management in estimating project schedules and resource needs.
1. Guiding the team on Technical and Creative front.

**Boothnath - Feature Film**

Cg leaves sequence

2. Lion sequence
3. Winner of Best Visual Effect Award (Star Screen Awards)

**Dumkata - Feature Film**

4. 2 min of toon-style animation.
5. 3 min of cutout-style animation.

**Straight - Feature Film**

**Banda Ye Bindas Hai - Feature Film**

**Responsibilities:**

1. Heading CG Department.

**Lage raho Munnabhai - Feature Film**

**Johnny Gaddar - Feature Film**

**Pinnocho Effect - Feature Film**

**Navratna oil - TVC**

**Yogiraj oil - TVC**

**A.R. Rehman World Tour – Live Concert**

**Media Factory studio**  
**CG Supervisor**

Jul 2006 – Dec 2005  
Mumbai, India

**Synergy Images**  
Technical Consultant  
Jul 2005 – Dec 2005  
Bangalore, India

**Responsibilities:**

1. CG Supervision.
2. Production Pipeline Development
3. Modelling and Rigging of Lead Character.

**Friends Forever – Feature Film**

**Responsibilities:**

1. Member of the core leadership team.
1. Technical solutions and creative guidance to the team.
2. Handled all types of domestic and international projects.
3. Escalated from position of Animator > Sr. Animator > Sr. Technical Director > Project Director with strong commitment and performance.

**Maya Entertainment**  
Project Director and  
Senior Technical Director  
May 2000 – Jun 2005  
Mumbai, India

**Neo Pets and Pet Pets –Game Cinematic Sony Entertainment**

**The Tale Of Jack Frost – Christmas special BBC (Nominated in BAFTA 2005)**

**Golden Eye – Game Cinematic Activision**

**Hairy Dogs – Nickelodeon**

**Weather Kids – Nickelodeon**

**Shorites & Alien Racers – Tigar Hare (TVC)**

**Jajantaram Mamantaram – Feature Film**

**Mangal Pande – Feature Film**

**Hawa – Feature Film**

**Webo and Ip - UN**

**Freelance**

- Architectural Visualizing, Product Modelling etc.

**Other Experiences**  
1996 - 2000

**3D designer at 3bf**

- 3D Product Modelling and Design in Ad Agency.

**Sr. Instructor at Zed Career Academy**

- Training Instructor of west zone for 3D studio Max.

**Sr. Instructor at Star Computers**

- Instructor for Multimedia and Animation courses.

## Computer Skills

### 3D packages:

Houdini, Maya, 3D Studio Max.

### Liquid Simulation:

Naiad, Real Flow.

### Compositing:

Nuke, After Effects, Photoshop.

### Tracking / Match-moving:

PF Track, Boujou.

### Scripting / Programming:

MEL, Python, Working knowledge of C, C++.

### Render:

Mantra, Mental Ray, V-ray, Renderman for Maya.

## Education

### Bachelor of Computer Application – 2009

- Vinayaka Missions University

### Diploma in Computer Arts – 1996

-EDIT Institute

### Diploma in Electronics Engineering – 1995

- Bombay Institute of Technology (Dropout)