



# ALESSANDRO PERTILE

## FX Technical Director

### PROFILE

I am currently working as an FX-TD at Stormborn Studios.

On my first project with the studio, we were honored to receive a VES and an Emmy for Visual Effects. I also received a Leo Award for my contributions to 'Five Days at Memorial.' More details are available in the work experience section.

Before joining Stormborn Studios, I graduated from the FX Technical Director program at Lost Boys Studios | School of Visual Effects in Vancouver after graduating the CG Animation curriculum at the IED University in Milan, Italy.

My passion for the world of 3D from a young age led me to attend an Unreal Engine 4 course organized by ID Tech at Stanford University in 2015, a choice that solidified my desire to continue this journey :

### WORK EXPERIENCE

## Stormborn Studios, Vancouver / FX-TD 2021-2024

#### 2023/24 - The Penguin



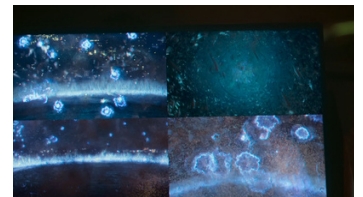
I was responsible for the main water simulations of the 500 frames long shot. In the sequence, multiple techniques were implemented, such as simulating different water resolutions based on the distance from the camera and distributing water simulations across multiple machines simultaneously. Additionally, the environment was divided into different zones, allowing me to re-iterate a small section if needed instead of re-simulating the entire water body

To add more details to the sequence I took care of some rbd's and vellum tasks

#### 2023 - YuYu Hakusho



Lookdev and setup of the magical force field effects from bug swarm interaction.



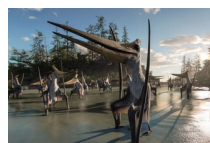
#### 2022/23 - Prehistoric Planet Immersive



Responsible for developing a setup to simulate a looping river to address the sequence length issue.

I converted the flip simulation to 90 fps for the game engine playback, stabilized the water near the river shores for easier looping and projected the changing point mesh into a grid which later was converted into a displacement texture. The river geo was exported as static cards and the textures were used for displacement.

Sections where characters interacted with the water were simulated separately and blended with the looping river flow.



### CONTACT

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[www.linkedin.com/in/alessandro-pertile](https://www.linkedin.com/in/alessandro-pertile)

### PERSONAL AWARDS

LEO Award - Five Days at Memorial,  
Best Visual Effects in a Dramatic Series  
(2023)

### 3D EXPERIENCE

#### STORMBORN STUDIOS

- The Penguin
- YuYu Hakusho
- Prehistoric Planet Immersive
- Death and Other Details
- Leave the World Behind
- Ares: Rise of Guardians
- Five Days at Memorial

#### LOST BOYS STUDIOS

#### IED MILAN

### SKILLS

#### HOUDINI

- Dynamics simulations

#### NUKE

#### MAYA AND 3DS STUDIO MAX

### LANGUAGES

- Italian (Native)
- English (Full professional)
- German (Elementary)
- Spanish (Basics)

# EDUCATION

**Lost Boys Studios | School of Visual Effects**  
/ *Effects Technical Director Diploma*  
September 2020 - September 2021, Vancouver (CA)

**IED CG Animation / 3D Generalist Degree**  
October 2017 - July 2020, Milano (IT)

**Stanford University - ID Tech / 3D Level**  
*Design with Unreal Engine 4*  
July 2015 - August 2015, Stanford (CA, US)

**AccaEdi / Houdini Fx Course**  
May 2019 - May 2019, Milano (IT)

**ITCS "Erasmus da Rotterdam" / IT and Telecommunications**  
September 2012 - July 2017, Milano (IT)

**Global Village Hawaii / English School**  
July 2019 - August 2019, Honolulu (HI)  
July 2018 - August 2018, Honolulu (HI)  
July 2017 - August 2017, Honolulu (HI)

**TLA - The Language Academy / English School**  
July 2016 - August 2016, Fort Lauderdale (FL, US)

**Manchester Academy associated / English School**  
July 2015 - July 2015, Hexham (EN)  
July 2014 - July 2014, Doncaster (EN)  
July 2013 - July 2013, Conover Hall (EN)  
July 2012 - July 2012, Winmarleigh Hall (EN)  
July 2011 - July 2011, Isle of Wight (EN)  
July 2010 - July 2010, Dalguise (SCO)

## 2022 - Death and Other Details



Responsible for ocean simulations and interactions with the cruise ship. I simulated 500 frames (plus preroll) of ship wake to provide ample material that can be used and offset in different shots. The ocean was rendered in 360 degrees, allowing artists in Nuke to rotate it as the shots required. I performed a distributed simulation on four computers for the ocean, followed by a higher resolution simulation at the stern of the ship. Additionally, I simulated the white water using a custom POP solver to address RAM leaks caused by Houdini's white water solver.



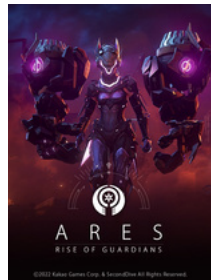
## 2022 - Leave the World Behind



I was responsible for developing a setup to simulate multiple explosions and create a library so I could pick and place/time. I also took care of the various fire and smoke stacks as well as the ambient dust.



## 2022 - Ares: Rise of Guardians - Cinematic Trailer



Responsible for simulating explosions and their interactions with characters.



## 2021/22 - Five Days at Memorial



Part of the *LEO*, *VES* and *Emmy* award winning team.

Responsible for all house destructions on Main sequence, water simulations on aerial shots and closeup shots.

The guiding system from Houdini was not giving us the desired result, so I developed a custom guiding system. Animated low res geometry was used to guide the base simulation, which focused on the main structure of the houses. The second phase sim involved attaching secondary pieces such as glass, shingles, wood planks, and other elements and release based various conditions. Proxy geometry was used during simulation and later swapped to high-resolution at render time.

Due to the size of the environment, I simulated the water in multiple independent zones/wedges and then blended them together during the meshing process.

