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VFX CHRYSTIA SIOLKOWSKY

Creature FX TD

One Of Us

2018 – 2019

Created set ups for digital hair and fur

Simulated hair, fur, and cloth on digital creatures

Shot sculpting to correct bad mesh deformations

Developed tools and techniques for the department

Assisted other disciplines (lighting, fx) as required

Technical Director - cfx, fx

Framestore

2017 – 2018

Delivered a range of creature fx and fx for film, tv, commercials and immersive experiences

Simulated hair, muscle and cloth for digital characters

Houdini FX for realtime VR (Unreal Engine)

Developed artificial intelligence for crowd simulations

Investigated muscle workflows in Houdini to integrate into a new pipeline

Game Developer

Independent

2016 – 2017

Developed experiences for the HTC Vive and Oculus Rift

Created all visual elements and gameplay mechanics

Programmed interactivity with mouse and controllers

C# scripting (Unity)

Publishing and version control

Motion Editor

Imaginarium Studios

2015 – 2016

Optimized digital sets for realtime previz capture

Animated virtual cameras

Facial and body motion editing/animation

Quality control and continuity management

Unity consulting

Tool development for MotionBuilder and Maya

Organized, delegated and executed revisions across sequences

Motion Editor Roto Artist

Weta Digital

2009 – 2014

Integrated motion elements into shots/3d environments

Facial and body animation for heroes and crowd

Separated (rotoscoped) components of a shot (including hair cloth and natural elements) in mono and stereo

Green screen extraction + tracking

Created Nuke training and taught colleagues how to integrate characters into a shot

Prototyped a tool to export splines from Silhouette to Nuke

Assembled 3d files for other artists to work from

Reference camera operator and mocap extra

SOFTWARE

UNITY

HOUDINI

MAYA

NUKE

PHOTOSHOP

MOTIONBUILDER

SKILLS

VR
Python, MEL,C#
Photography
Compositing
Animation
Linux

EDUCATION

Vancouver Film School
3D Animation and Visual Effects
Diploma with honours

Art Institute of Pittsburgh
Media Arts and Animation
BSc with honours

About Me

I love being at the forefront of technology and am always keen to push the boundaries, creating something that's never been done before. In my spare time I enjoy VR (both playing and developing), traveling, photography, and constantly learning.

FX Artist

Rainmaker
Entertainment

2008 – 2009

Created digital explosions, fire, water, smoke, destruction

Modelled, textured, lit, rigged, rendered and composited effects

Look development/concepts for various effects

Colour corrected sequences

Built fx rigs and tools

Mocap Artist

Cinemanix
Productions

2006 – 2007

Partnered with the supervisor to develop and streamline the motion capture pipeline

Investigated new workflows and wrote scripts to automate the rigging process

Calibrated the stage/cameras

Operated on-stage capture sessions

Retargeted, solved and edited mocap data

VOLUNTEER WORK

Pixelcorps
Junior artisan, 2006

Worked with a team to produce a Mars settlement visualisation for broadcast television

Vancouver Film School
Lab Mentor, 2008-2009

Assisted students one night a week with various problems, and offered suggestions on how to improve the quality of their student reels.