

Bill Konersman

EFFECTS DESIGNER | ANIMATOR

REEL AVAILABLE AT KONERSMAN.COM

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I have been designing and producing special effects for major motion pictures for over twenty years. I have used Dynamation, Electricimage, Digital Arts, Wavefront, Softimage, Alias, Maya, Ice, Shake, After Effects, Nuke, and the Adobe suite of graphic programs. For the past eight years I have concentrated on Houdini and its various languages, such as Python, Hscript, and VEX, and have extensive experience in procedural animation, fluid, gas, and rigid body simulations, particle effects, shader design, and tool building.

PRESENT

ReelFX

LEAD EFFECTS DESIGNER | ANIMATOR

Designing and building tools for **Turkeys** (2014) in a Houdini pipeline. Supervising a small team to produce key complicated multi-element effects. Supervised by Walt Behrnes.

2012

Atomic Fiction

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Used Maya to produce hero and ambient clouds for **Flight**. Supervised by Kevin Baillie.

2011-2012

Hammerhead Productions

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Working on a variety of effects for a variety of shows, principally **Hansel & Gretel** (2013), specializing in fluid, gas and RBD simulations. Supervised by Dan Smiczek.

2011

Sony Imageworks

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Smurfs (2011): Produced various environmental and animated effects for the live action movie, using Houdini, Katana and proprietary tools. Supervised by Dave Davies.

2008-2010

Imagemovers Digital

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A Christmas Carol (2009): Developed and produced various effects, including the magical rocket trail for the Ghost of Christmas Past, the snow tornado, graveyard snow, and ash effects for the Ghost of Christmas Future, using Houdini, Renderman, and Nuke. Supervised by Doug Creel and Kevin Baillie.

Mars Needs Moms (2011): Designed the solar lens extractor effect using a custom Houdini volume shader. Produced various dust and rocket blaster elements, using Houdini, Maya, and 3d Studio Max with fumeFX.

2004-2008

Walt Disney Studios

EFFECTS DESIGNER | ANIMATOR AND TOOL DESIGNER

Tangled (2011): Developed a procedural tree generation engine based on Houdini's particle system, with the working name of "Vegomatic". Disney has applied for patent protection for this tool, with co-inventor David Hermanson, who extended the original work to accomodate the pipeline. Supervised by David Hermanson.

Meet the Robinsons (2007): Designed the "bubble" effect that transforms the "bad" future into the "good" future, and designed the volume rendering pipeline, using Renderman, Houdini, and Maya, and Shake. Supervised by Michael Kaschak.

Bolt (2008): Worked with developers to implement a bullet solver, then used this solver to animate packing peanuts sequences, using both command line tools and Houdini. Contributed to the development and production of fire and water effects, Las Vegas signs, smoke trails, and other typical effects. Supervised by Dale Mayeda.

2004

Sidefx Software

SOFTWARE PRODUCTION SPECIALIST

Consulted with studio production departments on integration of Houdini production software into their pipelines, assisted in the production of other Houdini related software tools, training in Houdini, and producing trade-show related visuals.

2003-2004

Disney Toon Studios

DIGITAL EFFECTS ANIMATOR | TECHNICAL DIRECTOR

Developing effects tools, engines and looks to be used by production facilities overseas, for dvd titles such as **Bambi II** and **Tarzan II**, using extensive mel and expression scripting in Maya.

2001-2003

Dreamworks SKG

EFFECTS ANIMATOR

Sinbad (2003): Developed and produced of various water, prop, and space effects, using Maya and proprietary software. Supervised by Doug Eichler.

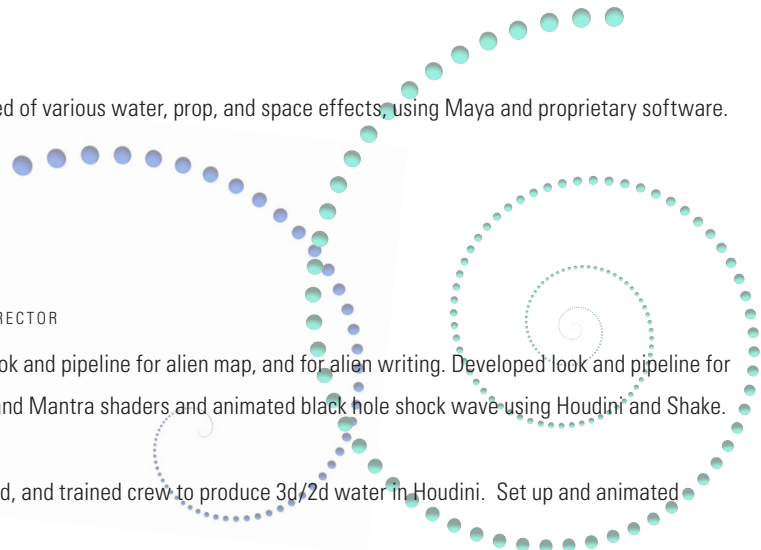
1997-2001

Disney Feature Animation

DIGITAL EFFECTS ANIMATOR | TECHNICAL DIRECTOR

Treasure Planet (2002): Developed look and pipeline for alien map, and for alien writing. Developed look and pipeline for steam and smoke. Wrote Renderman and Mantra shaders and animated black hole shock wave using Houdini and Shake. Supervised by David Tidgwell

Tarzan (1999): Developed, implemented, and trained crew to produce 3d/2d water in Houdini. Set up and animated



plants and props, using Alias Power Animator. Supervised by Peter Demund and Eric Daniels.

Gone in 60 Seconds (2000): Co-supervised gas effects. Wrote particle tool for dynamic gas tank exhaust plume; co-developed Jig render pipeline and look; animated and rendered twelve shots using Houdini and Shake.

1998

HBO

VISUAL EFFECTS SUPERVISOR

Pentagon Wars (1998): As Visual Effects Supervisor, worked with director Richard Benjamin to design and supervise shot with the task of multiplying one tank into eight, lit in an atmospheric factory. Also supplied rocket trails. Animated in Houdini and Composited in Ice.

1996~1997

Warner Digital

CG LEAD | SENIOR ARTIST

Batman and Robin (1997): Various volumetric effects using Houdini, Maya, and Renderman.

Eraser (1996): Developed look and supervised crew to produce particle effects of the 'rail gun', using Dynamation and Renderman.

Mars Attacks (1996): Supervised desert sequence, animated in Wavefront, composited in Composer, and wrote Renderman shaders.

Purell spot (2007): CG lead, developed and supervised germ animation; supervised motion control, using Softimage.

Twister (2007): Freelance work for RGA on main title, using Dynamation.

1995

TOPIX

CG LEAD

Duck Dodgers in the 3rd Dimension: Modeling and lighting background sets in Prisms (precursor to Houdini). Supervised crew for several spots.

1995

R Greenberg & Associates/LA (now Imaginary Forces)

ANIMATOR | TECHNICAL DIRECTOR

Various special effects shots and title/graphics sequences. Partial credits include shots for **Mortal Kombat** (1995) and **Se7en** (1995), and the logo sequence for **1492 productions** (1995). Developed storyboards for various title and logo sequences. All animation in Softimage, with compositing in Ice.

1994

Mr. Film

CGI ANIMATOR | ART DIRECTOR

Responsible for motion capture and character design, animation, rendering, and compositing of special effects and titles for feature films, commercials, CD-ROM titles, ride simulations and video releases, using Softimage, Digital Arts, Dynamation, and Composer. Partial credits include: **Puppetmasters** (1994), **Technosapiens** (1996), **The Fantastic Four** (1994), **The Journey Within** (1995), **Yellowstone** (1994), **Digital Man** (1995), and **The Living Sea** (1995).

EDUCATION & COMMUNITY

Graduated from UCLA with a BA in English Literature. Spent one postgraduate year in Paris studying cinema and still photography. Numerous technical and training seminars, and continuing education in art at Art Center.

Community work has included Executive Director of **The Magic Window Project** whose goal is to place art in the children's areas of public hospitals, and mentorship at Five Acres, a live-in facility for at risk children in the care of the county social services division. Volunteered for several years at The Childrens Hospital, Los Angeles.