

# Katherine Bouglai

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## Objective

A visual effects position in the feature film industry.

## Work Experience

06/05-03/07 **Walt Disney Animation** EFX animator/Digital Artist.

***Meet the Robinsons*** – release 3/07

Creating digital effects of smoke, fire, exhaust trails, fluid simulation,

Other miscellaneous effects. Worked with Houdini, Maya, Renderman Mtor, Shake, Realflow.

03/05-05/05 **The Orphanage** VFX Animator

***The Adventures of Shark boy and Lava girl***

The breaking of the ice bridge effect. Cracks in the ice.

Software: Houdini 7, After Effects 8.

***Harry Potter 4. The Goblet of Fire.***

Memory strings in the magical cauldron. Created and rendered in Houdini.

09/04-03/05 **DreamWorks Animation** VFX Animator

***Madagascar.***

CG kick up sand and dust. Plant motion affected by moving characters,

Footprints in the sand.

Using Maya and PDI/DreamWorks proprietary software.

07/04-08/04 **Ring of Fire VFX** VFX Animator

***EA Sports Commercial***

Falling sand streams and smoky dust. Using Maya and After Effects.

01/04-06/04 **Cinesite Ltd** *Visual Effects TD*

***King Arthur***, release date July 7<sup>th</sup>, 2004.

CG snow for several shots, including heavy and moderate snowfall,

Light snow falling from the mountain edges.

Trapped flat air bubbles beneath the ice of the lake, sliding with the current

and escaping through the ice cracks. General setup of the shooting arrows for

the battle scenes.

Software used: Houdini 6, Maya 5, Renderman Mtor, Shake.

02/03-10/04 **Digital Domain** *Digital Artist III.*

***The Day After Tomorrow***, release date May 28, 2004.

Heavy CG rain for many shots in NY where the giant wave hits the city followed by

Snowfall. Snow devils and snow flurries in the grounds of Antarctica (intro shots).

Placing and animating the tornado geometry (postvis) into LA shots.

Animating helicopters in LA shots using a simulation.

Software used: Houdini 5, Maya 5, Nuke, and Photoshop.

## Education

06/2002 **Academy of Art College.** Bachelors of Fine Arts in Visual Effects.

08/1997 **University of Washington.** Bachelors of Science in Molecular Biology.

References available upon request.