

Colby Winfield

FX TD

Contact

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Education

University of Oregon
June 2015
Bachelor of Arts
Material and Product
Studies

Experience

FX TD, 2019-2023 | Sony Pictures Imageworks

Vancouver, BC

- FX TD on **Over the Moon**, **The Sea Beast**, **Dr. Strange 2**, **Guardians of the Galaxy 3 (2023)**, **Antman 3 (2023)**, **Love Death and Robots (In Vaulted Halls Entombed)**, **Spider-Man: Across the Spiderverse (2023)**, and **The Marvels (2023)**

FX Artist, 2019-2019 | ICON Creative Studios

Vancouver, BC

- FX Artist on Disney's **Rocketeer**.

FX Artist, 2017-18 | Animal Logic

Vancouver, BC

- FX Artist on **Lego Movie 2**. Ran a variety of Lego destruction and explosion shots using proprietary tools within Houdini.
- Developed a procedural smoke trail as well as a crowd rig to run across multiple shots in a sequence.

FX Artist, 2017 | ICON Creative Studios

Vancouver, BC

- Worked as an intermediate FX Artist on Disney's **Elena of Avalor**.

FX Artist, 2017 | Animal Logic

Vancouver, BC

- Ran crowd shots using an existing rig for multiple sequences in **Ninjago (2017)** using Houdini.
- Created a procedural rain setup for multiple shots. This consisted of rain, surface droplets, hero drips and ground splash elements.

FX Artist, 2016-17 | MPC

Vancouver, BC

- Generated production assets using both Houdini and Maya for use on a variety of shots on **Sully (2016)** and **The Mummy (2017)** including a Python breath rig to alleviate manually running each shot.
- Used existing FX rigs for work on **Ghostbusters (2016)** and **xXx: The Return of Xander Cage (2017)**.

FX Artist, 2015 | Shareability

Freelance

- Simulated soap/fluid sims for live-action integration for **Soda Stream**.

FX Internship, 2014 | Hinge Digital

Portland, OR

- Coordinated with production staff to deliver various FX simulations for projects including an interactive entertainment spot for the **Coca-Cola Company** as well as an animated TV PSA for **Adopt US Kids** using Autodesk Maya.

Graphic Production Artist, 2010-12 | Embodee

Portland, OR

- Collaborated directly with Embodee's R&D Director to produce production-ready 3D assets for **Nike's National Team Sports Division**.
- Performed cloth simulations for an array of garment types to assist in the development of **Hurley's Online Try-On** campaign.