

CV of Roman Larionov

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[FX 2019](#)
[V-Ray, Arnold](#)
[AutoRig: P:1, P:2, P:3](#)
[Demo 2017](#)
[Demo 2016](#)
[nDynamics](#)
[Motion Graphics](#)

Summary:

Character/FX/Render TD (Rigging/Animation/FX Tools), 3d Generalist

Skills:

Animation production, cinema production, TV production.

- Currently strong: CG/Character Supervisor, R&D, mel/python OOP programming, character/face setup, Bifrost/nDynamics liquid/cloth/hair/particles, shading/node network, fur/hair, modeling, rendering.
- Earlier: On-set VFX supervisor, character animation, lighting, UV, texturing, composing, design, storyboarding, html, java scripting, motion tracking, chromakeying, wire removing, rotoscoping, editing, Turbo Pascal/Delphi (Dos/Windows).

Software:

Houdini, MAYA, Python/MEL, Arnold/V-Ray, Deadline/Backburner, After Effects/Photoshop/Illustrator/Premiere, MatchMover/Boujou/PFFTrack, DPS Velocity, Sound forge, Alienbrain/Cerebro.

Projects:

- *3d animation, Backdrop for Opera "Turando", for Teatro Comunale di Bologna.* 2018, Moscow
Render/FX TD (nParticles, Lighting, Shading, Render), 3D generalist.
- *3d animation TV, Game.* 2017, Moscow
Character modeling, setup, face setup, R&D, python.
- *3d animation: "Fiksiki, bolshoy sekret".* 2016, Moscow
Character modeling, setup, R&D, python.
- *3d animation: "Seraphim", "Gurvinok".* 2014 - 2015, Moscow
Character modeling, setup, face setup, R&D, mel, dynamics cloth, dynamics hair.
- *3d animation: "Sergey Radonezhsky".* 2013, Moscow
Character setup, R&D, mel, dynamics cloth, dynamics hair.
- *3d animation: "Space Dogs 2. Moon adventures". 3d animation TV: "Space Dogs. Family"* 2012, Moscow
3d character supervisor, character setup, face setup, R&D, mel, dynamics cloth, dynamics hair.
- *3d animation: "Space Dogs. Belka & Strelka".* 2011, Moscow
Character setup, face setup, R&D, dynamics cloth, dynamics hair.
- *3d animation: "Savva".* 2010, Moscow
Character setup, face setup, R&D, dynamics cloth, dynamics hair.
- *3d animation TV: "Bibigon".* 2009, Moscow
Character setup, face setup, dynamics cloth, dynamics hair.
- *Cinema: "Ne nado pechalitsa".* 2008, Moscow
On-set VFX supervisor.
- *3d animation: "Lyagushachiy ray".* 2007, Moscow
Character modeling, character setup, face setup, dynamics cloth, dynamics hair.
- *Cinema: "Viy".* 2006, Moscow
On-set VFX, VFX composing, 3d generalist, character setup.
- *Cinema: "Lichniy Nomer".* 2005, Moscow
VFX composing, 3d generalist.
- *TV channel: "TV Sport".* 2004, Moscow
2d/3d video design, VFX composing.
- *TV channel: "TV Stolica".* 2003, Moscow
2d/3d video design, editing.
- *TV channel: "TV 3".* 2002, Voronezh
Broadcast engineer, 2d/3d video design, editing local news.

Education:

- *Voronezh State University, Master of Physics of Microelectronics, 1995-2000*
- *Technical College 22, Technician of Radioelectronics Technology, 1993-1994*
- *Technical College 9, Mechanic of Automotive Technology, 1991-1994*
- *School of the Arts 2, Visual Art, 1983-1991, Acoustic guitar, 1983-1986*

Courses:

- *MAYA, Character Animation, 2009*
- *MAYA, Character Setup, 2006*
- *MAYA PRO, 2006*

Hobbies:

Oil paintings, electric guitar, Russian banya, swimming :)

Languages:

Russian native, English