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Title: Logo Animation

Programs: Houdini

Modeled: Houdini

SIM: Houdini

Lighting: Houdini

Texture: Mantra

Rendering: Mantra

The intention was to give my business information and logo a visually appealing presentation. Along with the idea of drawing attention to one of my skills in Houdini, which is impact based destruction and dust simulation.



Title: Flood Water

Programs: Houdini

Modeled: Houdini

SIM: Houdini

Lighting: Mantra

Texture: Mantra

Rendering: Mantra

Using Houdini 18 to design and create an FX for the purpose of CG Integration into a live background plate.



Title: Shoe Commercial

Programs: Houdini

Modeled: Procedural Houdini

SIM: Houdini

Lighting: N/A

Texture: Houdini (Arnold)

Rendering: Arnold

A collaboration with the aim of designing, and creating multiple commercial variants with the hope of being bid to a company.



Title: Flooding Stairs

Programs: Houdini

Modeled: Houdini

SIM: Houdini

Lighting: Houdini

Texture: Mantra

Rendering: Mantra

An exploration into Houdini 18 FLIP fluids, in order to replicate a real-life reference as closely as possible.



Title: Doll Story

Programs: Houdini

Modeled: N/A

SIM: Houdini

Lighting: N/A

Texture: N/A

Rendering: Maya Arnold

A short film that represents the hard work and effort of over twenty individual artists. In these shots the area of work was specific to Rigid Body Dynamics (RBD) and destruction simulations needed to help create a more believable/immersive story. This immersion included objects being shoved around by a character, walls being destroyed, and a building partially crumbling.



Title: Into the Storm

Programs: Houdini, Mari, Photoshop, UV Headus Layout

Modeled: Houdini, Not responsible for the plane model

SIM: Houdini

Lighting: Houdini Mantra

Texture: Maya + Photoshop, Not responsible for plane base texture maps

Rendering: Mantra

This work is a passion project with the intent of testing and expanding currently existing abilities within Houdini. This scene showcases multiple FX generated in varying ways to create a cohesive and exciting visual. There are a planned total of three broad FX each containing various smaller FX and Sims put together.

Including rain, wetmaps, the jetengines, afterburners, and the catapult steam.