

Joseph Wilson

VFX Artist

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vfxjw.com

Skills + Programs

Modeling, Texturing, Compositing, Visual effects, Character Animation, Digital Sculpting, Polymer Clay Sculpting

Unreal Engine, Houdini, Maya, Blender, Nuke, Adobe Suite (Photoshop, Substance Designer, Premiere), Krita, Zbrush, ComfyUI (Stable Diffusion).

Education

New York Film Academy, Burbank - *3D Animation & VFX* - GPA: 3.7

AUG 2023 - AUG 2024

Projects

Particle FX Houdini — Visual Effects

- Utilized POP networks and VEX expressions to control color gradients, velocity ramps, and lifespan behaviors.
- Applied shaders and glow effects in Mantra to enhance the visual style, emphasizing light interactions and motion blur.

RBD FX Houdini — Visual Effects

- Created realistic brick and mortar fracturing with custom Voronoi and Boolean techniques, ensuring material accuracy.
- Added secondary debris, dust, and small particle systems to enhance realism and collision detail.
- Focused on animation timing, camera placement, and lighting to emphasize the force and cinematic quality of the event.

Stylized Explosion FX — Houdini & Unreal Engine Niagara

- Simulated a stylized explosion in Houdini and imported VDBs and flipbooks into Unreal Engine for real-time rendering with Niagara.
- Built modular Niagara systems for sparks, embers, and shockwaves, blending procedural detail with artistic exaggeration.

Material-Based FX — Unreal Engine

- Created stylized visual effects using shader-based techniques in Unreal Engine's Material Editor, including dissolves, glows, and distortion effects.
- Focused on performance-friendly, real-time FX using emissive masks, panners, and noise functions.