

Alican Afsar

FX Artist

San Francisco, CA
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My visual effects experience involves a multitude of skills that are required from a solid FX artist. I have experience with rigid body dynamics, fluid dynamics, particle simulations and real-time particle simulations. I thrive on problem-solving, creativity and new challenges that come my way. I will do whatever it takes to get my task done and become a valuable member of a strong creative team.

FX / Compositing Experience

Lead FX Artist, San Francisco, CA / September '16 - August '17

Icarus, Thesis film, Academy of Art University, San Francisco, CA (February '16 - August '17)
Produced Rigid body dynamics, fluid, particle shots, texturing, modelling, lighting

Butterfly, Short film, San Francisco, CA (September - November '16)
Animated and populated a room with butterflies

FX Artist, San Francisco, CA / June '16 - January '17

Goldenman, Short film, StudioX, San Francisco, CA (June '16 - January '17)
Created dynamic creature in Houdini. Modelled, textured and light trees and foliage

Skies of Arcadia, Short film, London Film School, London, UK (June - July '16)
Created Fluid sim for a spaceship take off, sky replacement

Lead Compositor, San Francisco, CA / September - November '17

Hangnail, Short film, London Film School, London, UK (September - November '17)
Dolly track removal and sky replacement

Compositor, San Francisco, CA / September '15 - August '16

Eris, Short film, StudioX, San Francisco, CA (September '15 - August '16)
Greenscreen keying scene extension, sky replacement

World of Steam, Web series, StudioX, San Francisco, CA (September '15 - August '16)
Greenscreen keying

CG Artist, Istanbul, Turkey / May - August '13

Bocek, Feature film, Tekay Yapim, Istanbul, Turkey (May - August '13)
Modelling, texturing and lighting of a creature and compositing

Work Experience

Director/VFX Lead, Istanbul, Turkey / May '12 - August '14

Educational Videos, Istanbul, Turkey (February '13- August '14)
Worked with clients for directing, editing and doing motion work for several promotional and educational videos

Bisi Dicem, Web Series, Istanbul, Turkey (May '12- August '14)
Written and directed number of short films and sketches online

Co-Founder / Motion Designer, Istanbul, Turkey / March '12 - February '13

In-Blank, Creative Studio Agency

Skills

Primary Skills

Rigid Body Dynamics, Fluid Simulation, Particle Simulation, Compositing, Lighting, Procedural Modelling

Software Proficiency

Houdini	Nuke	Substance Painter
Maya	Adobe Creative Suite	Substance Designer
RealFlow	PfTrack	Trapcode Suite
Unreal Engine		

Awards and Recognition

Best Special Effects Winner, 48 Hour Film Festival, Istanbul, Turkey (2013)

Audience Award Winner, 48 Hour Film Festival, Istanbul, Turkey (2013)

Education

Academy of Art University, San Francisco, CA, MFA in Animation and Visual Effects, 2014 - 2017

Sabanci University, BA in Visual Communication Design, 2007-2012