Rick Terra

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Summary

Reels

Animation: https://vimeo.com/917466478?share=copy
3D Generalist: https://vimeo.com/918730175?share=copy
3D Environment: https://vimeo.com/917466478?share=copy
Houdini: https://vimeo.com/917533802?share=copy
Pipeline TD: https://vimeo.com/918731141?share=copy

Over the past 20 years, my interest in 3D animation has grown into my passion and profession. I have worked in various aspects of production, from modeling, character animation, rigging, to dynamic simulation. This experience has given me a complete understanding of the entire CGI pipeline. The knowledge I have gained has been a great tool while managing projects and teams, to foresee not only potential problems in advance, but also to come up with solutions that improve workflow, allowing teams to do more in a shorter amount of time and at a higher quality.

I have spent most of my time working with Maya, including modeling, shading of environment, props, characters, and also rigging. I also enjoy writing Python tools to assist in the process. And my great joy is character animation. But lately, I have completely fallen in love with Houdini's procedural workflow. It is fascinating to create assets for a quick population of massive scenes, as well as dynamic simulations for water, smoke, fire, etc. For surfacing, Substance Designer and Painter have changed how I texture and shade assets. The evolution of CG tools presents the wonderful challenge of continued learning and discovery. What could be better than that?

Skillsets

Maya, Houdini, Substance Designer, Substance Painter, Photoshop, Nuke, Unity 3D, Unreal Engine 5, Python, PyMEL, Qt, PySide, UI, Tools Dev, Pipeline Management, Character Rigging, Character animation, Arnold Render, Pixar RenderMan, Redshift Render, Problem-solving.

Experience

Senior 3D Artist / Pipeline Tools Dev
Nickelodeon
Nov 2019 - Feb 2024 (4 years 4 months)
Responsibilities:
• Led character rigging efforts for various projects and troubleshooted rigs from vendor studios.
• Collaboratively managed the 3D pipeline, ensuring best practices and creating solutions to ensure the best flow of projects.
• Spearheaded the development of a shot management tool, facilitating team collaboration and significantly enhancing production efficiency.
Impact:

• Improved production speed and collaboration through the implementation of the shot management tool, optimising the overall team workflow.
Awards:
•2024 - Kidscreen Award.
•2023 - Webby Award.
•2022 - Webby Award.
•2022 - Emmy Nomination.

Houdini Artist
ROOF Studio
Oct 2019 - Oct 2019 (1 month)
• Utilized Houdini as the primary 3D content creation tool and Nuke for compositing while working on a Honda Ridgeline project.

3D Generalist, Animator, Rigger, and VFX Artist
JW STUDIOS LIMITED
May 2011 - Oct 2019 (8 years 6 months)
Responsibilities:
• Executed a diverse array of tasks, including 3D modeling, shading, 3D character animation, and character rigging.
• Assumed the role of Animation Team Lead, overseeing shot assignments, providing feedback, and maintaining effective communication within the animation team.
• Took on the role of VFX Supervisor, conducting detailed shot list breakdowns, planning execution, on-set supervision, and working together with the comp team.

3D Generalist/Producer/Technical Director
Digital Fantasia Animation Studio
Aug 2001 - May 2011 (9 years 10 months)
• Analyse and breakdown projects, plan execution, and estimate costs;
• Manage pipeline, and handle communication with team and clients;
• Execute a wide range of tasks, 3d modeling, and shading, 3d animation;

Education

Animation Mentor
Advencent Character Animation
2005 - 2007

Federal University of Rio de Janeiro
Bachelor's degree, Physics
2004 - 2005
uncompleted

Licenses & Certifications

Object-Oriented Data Structures in C++ - Coursera

Introduction to Computer Science with python part 1 - USP - Universidade de São Paulo

Introduction to Computer Science with python part 2 - USP - Universidade de São Paulo

VEX in Houdini - CGMA | Computer Graphics Master Academy

Skills

Unreal Engine • Autodesk Maya • Python (Programming Language) • Creative Problem Solving • 3D Modeling • 3D Animation • 3d pipeline TD • PySide • Character Rigging • Houdini

Honors & Awards

Emmy Nomination - International Academy of Television Arts & Sciences (International Emmy Awards)
2023
Outstanding Interactive Media

Kidscreen - Brunico Communications
2022
On the Job - Kidscreen Best Alternative Game