

## MANAV GALA

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### SUMMARY

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FX Artist specializing in Houdini-based simulations with a focus on destruction, pyro, FLIP, and procedural workflows for film-quality visual effects. Experienced in developing custom HDAs, VEX-driven tools, and optimized simulation setups for large-scale shots. Winner of multiple Gnomon 'Best of Term' awards and finalist in The Rookies 2025, Rookie of the Year.

### WORK EXPERIENCE

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#### Blur Studio - FX Animator

May 2026 - June 2026

- Set up a master agent setup and master proxy environment for crowds shots.
- Created an easily replicable, multi-shot crowd setup in Houdini.
- Distance based optimization of crowds for USD. Post-sim separation of deforming and instanced agents.

### ACADEMIC PROJECTS

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#### Cornfield - Metal destruction, Vellum hair & Pyro FX

October 2025 - December 2025

- Highly art directed metal destruction sim using a constraint switching loop to deform and freeze on impact, followed by post-sim animation and blendshapes.
- Vellum hair sim for cornfield with individual pieces instanced onto hair curve points for hyper efficient rendering.
- Large-scale pyro simulations for dust kickup, broken up into ultra high resolution clusters and merged; the final simulation consisted of over 500 million voxels.
- Lit and rendered in Karma using USD/Solaris, composited in Nuke using render layers for quick iteration.

#### Deer & Dino - Environment, FX, Lighting, Compositing

April 2026 - May 2026

- Created a modular and reusable environment scattering system.
- Procedural rigging and vellum hair simulations for foliage.
- Complex lighting and compositing for characters and environment with light-linking, layer separation and AOVs.
- Creature FX for saliva, mud kickup and breath using vellum and pyro.

### TECHNICAL SKILLS

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- **Houdini:** Pyro (Native and Axiom), RBD destruction, FLIP & whitewater, particles, Vellum, Crowds, VEX scripting, HDA development, procedural modeling, TOPs, USD/Solaris, Karma.
- **Other Software:** Maya, Nuke, Substance Painter, ZBrush, Unreal Engine.
- **Render Engines:** Karma, Mantra, Arnold, Vray, Redshift, Renderman.

### AWARDS & RECOGNITION

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- 2x Grand Prize - Gnomon Best of Term.
- 5x Category Winner - Gnomon Best of Term.
- Finalist - The Rookies Awards 2025 (Rookie of the Year - Visual Effects).

### EDUCATION

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#### Gnomon School of Visual Effects

March 2026

- B.F.A. in Digital Production.
- Visual Effects Concentration.
- Proficient in the entire VFX pipeline through coursework and projects.