

# Suzi Little

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- Extensive clothing & hair simulation setup and shot production for film, TV, commercial, and interactive.
- Skills include garment tailoring, grooming, light rigging, scripting, and final animation clean up.
- Pipeline scripting for production, creating tools to increase artist efficiency and pipeline adherence.
- Friendly collaborator with genuine interest in people of differing backgrounds, experience, and expertise
- Forward thinking team-builder who envisions and produces projects from conception to finished product.
- Adaptive thinker, comfortable working along analytical and abstract lines, changing course as needs demand.

## Experience

- Axis Studios** CFX Lead & Artist (contract) Apr 2021 – Jul 2021  
**League of Legends (2 "Sentinels of Light" shorts), Halo cinematic opening to game**
- Guided team of CFX Houdini artists in creating clothing and hair simulations for stylized animated shots
  - Created bids, gave artist feedback, advised & mediated between production and artists, while staying on schedule and meeting artistic goals
  - Addressed Houdini shotwork, finaling with Maya and kept scheduling updated with changing needs of shows.
- Visual Concepts/2K** Technical Artist – Cloth Specialist (staff) Mar 2020 – Jan 2021  
**World Wrestling Entertainment Game -- WWE2K21**
- Developed low poly simulation costumes and hair for superstars and generic wrestlers using Maya and proprietary in-game solver from Yukes Co Ltd.
  - Researched and proved out offline Maya nCloth sim "prop" clothing simulation for use in game.
- Framestore** Simulation Artist (contract) Dec 2019 – Feb 2020  
**Experian Commercials (3) – "Stampede", "World", "Relationship"**
- Skin simulation setup for stampeding and otherwise performing cows.
  - Coordinated London office simulations, transferring and ingesting for use in LA office production.
  - Streamlined publishes from animation and cfx for final lighting.
- A52** Senior Rig/Sim Artist (contract) Aug 2019 – Sept 2019  
**IKEA Commercial – "Stuff Monster"**
- Clothing and hair setup and simulation on a "stuff monster" comprised of a variety of IKEA furniture.
- Blizzard Entertainment** Senior Rig/Sim Artist (contract) Feb 2019 – Aug 2019  
**Cinematic Shorts – World of Warcraft: "Safe Haven", "The Reckoning" and Overwatch2: "Zero Hour"**
- Clothing and hair simulation and geometry clean up on humanoid characters for shot cinematics work.
- Encore Hollywood** Senior CFX Artist (freelance) Apr 2018 – Feb 2019  
**"Titans", "Supergirl" – CW Network Live Action TV Series**  
**"Doom Patrol" – DC Universe Streaming Show**
- Created hair/fur and cloth setups for human and animal characters used in completing shot work.
  - Created simulation skin setups using cloth, Python scripting for various shot and setup tasks.
- Snap, Inc** VFX / Pipeline Designer (staff) Oct 2017 – Apr 2018  
**3D Bitmoji Animations – Snapchat App for iPhone and Android**
- Created rigging and simulation methods for vast quantity of Bitmoji style chars to work in low budget poly environment.
- MEL/Python scripting for sim setup optimization and artist tools to accelerating texturing work.
- Digital Domain 3.0** Senior CFX Technical Director (contract) Aug 2017 – Oct 2017  
**"Outlander" – Starz Network Live Action Television Series**
- Created cloth and hair simulation rigs for sails, ropes and flags for 18<sup>th</sup> century sailing ships and used them in shotwork comprised of calm seas and hurricane winds.
  - MEL/Python scripting to create artist tools and some custom glue code for our ship "character" which was outside the normal parameters of Digital Domain's rig building system.
- Scanline VFX** Senior CFX Artist (contract) Mar 2017 – Aug 2017  
**"Justice League" – Warner Bros. Live Action Feature Film**

- Hair and cloth setups and simulations for Wonder Woman, Superman & Aquaman using Maya nCloth and nHair.
- Scripting for costume rig creation and installation of rigs for shot work.

**FuseFX** **Simulation/Rigging Artist (contract)** **Sep 2016 – Nov 2016**

**“Black Sails” Season 4 – Starz Network Live Action Television Series – 3 Episodes**

- Creation of simulated cloth and hair setup for sails, ropes, and flags for 18<sup>th</sup> century sailing ship.
- Rigging of female human for digital double mocap animation.

**Digital Domain 3.0** **Senior CFX Artist/Groomer (long term freelance)** **Jul 2015 – Sep 2016**

**“Beauty and the Beast” – Walt Disney Studios Live Action Feature Film**

- Simulation of hair, clothing, and fur for photoreal Beast and wolves’ characters
- Documentation for proprietary hair program (Samson): hair plucking procedures and tools relevant to the show.

**“X-Men: Apocalypse” – 20<sup>th</sup> Century Fox Live Action Feature Film**

- One-off setups of simulation and rigging for effects cloth (falling tarps with ropes interlaced, flags, various costumed characters) using nCloth and nHair. Carried elements through from set up to shot completion.

**“Deadpool” – 20<sup>th</sup> Century Fox Live Action Feature Film**

- Character costume and hair simulation shot production for action fight sequences.

**“All I See Is You” – Open Road Films Live Action Feature Film**

- Hair grooming with proprietary program Samson. Fully groomed a photoreal newborn’s hair.

**“Black Sails” Season 3 – Starz Network Live Action Television Series – 6 episodes**

- Simulation and rigging using nCloth and nHair, created sim sails, flags, anchors, and fully rigged sailing ship.
- Created ship rigs and publishing final animation and environment assets for lighting.

**Sony Pictures Imageworks** **Senior CFX Artist (contract)** **Dec 2014 – Jul 2015**

**“Hotel Transylvania 2” – Sony Pictures Animation Feature Film**

- Completed character cloth, hair, fur simulation and finaling for extremely stylized poses and animations.
- Average shot completion of 56% of time bid. Completed an average of 2.5 shots per week.

**Digital Domain 3.0 & Reliance** **Simulation/Rigging Artist – Lead (contract)** **Apr 2014 – Nov 2014**

**“Black Sails” Season 2 – Starz Network Live Action Television Series – 10 Episodes**

- Cloth, hair and rigging for sails, flags, and ropes for 18<sup>th</sup> century sailing ships. Created windy and calm simulations and furling/unfurling of individual sails. Rigged rope, pulley, and anchor simulations.
- Scripted tools to speed up modeling, rigging and simulation tasks.

**Digital Domain** **Senior Cloth Simulation Artist (contract)** **Jul 2013 – Sep 2013**

**“Shadows of Mordor” – Game Trailer and “Step Into” – NBA 2K14 Commercial**

- Cloth sim of LeBron James’ uniform for NBA 2K14 game which cut seamlessly with photoreal footage of LeBron.
- Cloth setup sim of medieval type costumes for “frozen moment” slow-mo and fast fighting amid whipping wind.

**DreamWorks Animation** **Character Effects Artist (staff)** **Jul 2009 - Jul 2013**

**“Turbo”, “Kung Fu Panda 2”, “Megamind” – Animated Feature Films**

**“Kung Fu Panda Holiday Special” – 1 Hour Television Special**

- Established crowd accessory pipeline (Turbo), enabling artists to set up costumes efficiently and within specs for the show. Provided step-by-step WIKI pages for artists, detailing required technical workflow.
- Developed library clothing setups for hero and generic characters used by artists during production.
- Collaborated with software, animation, and character rigging departments to facilitate smooth flow of assets through all departments, ensuring efficiency and artistic constancy during production.

**Sony Pictures Imageworks** **Senior Cloth/Hair Technical Director (staff)** **Mar 2007 - Jul 2009**

**“I Am Legend” – Warner Bros. Live Action Feature Film**

**“Cloudy with a Chance of Meatballs” – Sony Pictures Animation Feature Film**

- (Cloudy) Developed a generic costume pipeline which created costumes on the fly upon shot creation, thus enabling hundreds of costume variations to be created quickly and within studio and show specification.
- Collaborated heavily with dynamics software engineer to develop Sony’s proprietary cloth solver “Tango.” Ensured success of software by testing, suggesting tool improvements, and finding ways to simplify workflow.
- Created and supported cloth costumes for hero and generic characters for use during production.
- Mentored junior members of team with shots, updating costumes and writing tool and pipeline scripts.

**Walt Disney Feature Animation**      **Cloth/Hair Supervisor** (staff)

**Oct 2004 - Mar 2007**

**Bolt (previously titled "American Dog") – Animated Feature Film**

- Managed development team during R & D phase, culminating in a cloth/hair pipeline ready for shot production.
- Advised and monitored progress on studio-wide cloth and hair development projects.
- Worked with software and production teams, shaping Disney's proprietary cloth solver "Fabric" which is now the default cloth solver used at the studio (on films such as "Frozen" and "Tangled").
- Designed "Wedgie," a simulation wedging tool, expanded for use in other studio areas such as FX.

## Education

**University of California, San Diego – 1991 - 1995**

- San Diego Supercomputer Center Internship, Dean's List
- Winner Poster Design for "UCSD Festival of the Arts"

**B.A. in Visual Arts (Studio)**

2 years Computer Science  
Thurgood Marshall College

**San Diego Mesa Community College – 1986 - 1991**

- Winner "Golden Scissors Award" in Fashion Design, Dean's List

**Liberal Arts Studies**

Emphasis in Fashion Design

**Walt Disney Feature Animation Management Course – 2005**

- Effective listening, conflict management, giving feedback
- Overall planning, relationship building and delegation.

**Leadership Development**

12-week course in  
Team Management

## Tools

**Applications**

Maya, Houdini, 3DSMax (up to 2017), Photoshop, Gimp

**Cloth Tools**

nCloth, Marvelous Designer, Qualoth, Syflex, Maya Classic Cloth

**Hair Tools**

nHair, Yeti, Xgen, Jig Rendering

**Code/Scripting**

Python, MEL (Maya Embedded Language), XML, OpenGL, UNIX (tsch)

## Teaching

**Fullerton College, Fullerton, CA 92832**

**Instructor**

**Digital Art Department (DART) hands on classes using Maya and Marvelous Designer software**

- Marvelous Designer I: Intro to Cloth Simulation (DART 133F)
- Intro to Character Animation/Rig (DART 151 F)
- Intermediate Maya (DART 106F)

**Spring Semester 2021**

**Spring Semester 2020**

**Pluralsight.com**

**Author**

**Online video tutorial class of roughly 2 hours**

- "Creating Costumes for Production in Maya"

**Published July 2015**

*(still active on site)*

## Awards and Affiliations

**Black Sails** (Starz Television Show) – Ep XX (2017 Season 2)-and Ep XXIX (2018 Season 3)

- **Visual Effects Society** - Outstanding Supporting Visual Effects in a Photoreal Episode – Winner
- **Primetime Emmy Awards (Television Academy)** - Outstanding Special Visual Effects – Nominee

**Kung Fu Panda 2** – 2012 Dreamworks Animated Feature

- **Academy Award** - Best Animated Feature Film of the Year– Nominee
- **Visual Effects Society** - Outstanding Visual Effects in an Animated Feature Motion Picture – Nominee

**Cloudy With a Chance of Meatballs** – 2009 Sony Pictures Animation Feature Animated Film

- **Visual Effects Society** - Outstanding Effects Animation Animated Feature Motion Picture – Nominee

**I Am Legend** – 2007 Warner Bros. Live Action Feature Film

- **Visual Effects Society** - Outstanding Visual Effects in an Effects Driven Motion Picture - Winner
- **Television Academy** (Member 2014 – 2017)
- **IATSE Local 839 Animation Guild** (Member 2000 – 2013)
- **ASIFA -- International Animated Film Association** (Member 2009 – 2013)