

SWARNALI MONDAL

OBJECTIVE

To learn more and reflect my enthusiastic attitude to my surrounding people and work. To increase my knowledge and sharpen my skills and effectively contribute and dedicate my talent to a good use to the up-coming generation and growing industry of film and animation towards a new perspective of creativity.

REFERENCES

Available upon request.

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WEBSITE

www.swarnalimodal.com

www.swarnalistudio.com

SOFTWARE SKILLS

Houdini

EXPERIENCE

OCTOBER 2024 - PRESENT

HOUDINI

CREATURE TD | DNEG | BENGALURU

FEBRUARY 2024 - SEPTEMBER 2024

HOUDINI

GROOM TD | DNEG | BENGALURU

OCTOBER 2022 - JANUARY 2024

HOUDINI AND MAYA

CREATURE TD | DNEG | BENGALURU

2021 - 2022

HOUDINI, MUSH 3D AND MAYA

TECH ANIM ARTIST | TECHNICOLOR | BENGALURU

2021

MAYA

CHF ARTIST | HI-TECH ANIMATION | KOLKATA

2018 - 2019

MAYA

CFx ARTIST | ANIBRAIN (joint venture with FRAMESTORE) | PUNE

2012

FOUNDER | SWARNALI STUDIO | KOLKATA

My admiration for art is platonic.

I would love to introduce myself as an artist, who is edge-free. I know not to keep myself bound to certain criteria of ideas and concepts. Nature inspires me a lot. I am often driven to ideas which shine as a challenge to be the icebreaker. Currently I am working as a **Creature TD** at **DNEG**.

I started my career as a CFx artist at Anibrain joint venture Framestore, which I got through my internship. My knack towards realistic art was

ZIVA
Maya
nCloth
nHair
xGen
Qualoth
Mush3D
Adobe Photoshop
Adobe Illustrator
Adobe Premier Pro
Adobe After Effects
Nuke
Fusion

TECHNICAL SKILLS

Cloth Simulation
Hair Simulation

Muscle Simulation
Fascia Simulation
Shot Sculpting

Grooming
Feather

Drawing
Traditional Painter
Traditional Sculptor

Conceptual Art
Script Writing
Article Writing
Story Writing
Storyboarding

Character Modelling
Classical Animation
Stop-Motion Animation
Clay Animation
Pixelation
Cut-Out Animation
Character Animation

Video Editing
Graphic Design

always at its peak. It has not only accelerated but also dignified the out of the box ideas into realist form, which is more than I ever possible in VFX.

I am from India, where culture is colourful and versatile. So, being born and brought up in such an environment, it has nourished my personality to its brim. Being privileged to bring my individuality to the world of the Animation and VFX Film Industry encouraged me to support my own ideas and concepts and being confident. My roots are in Bengal, my purpose might change after every task I get assigned to, but my thirst for knowledge will keep me enrooted. I'm walking forward, promising myself not to turn back and will always try to look beyond that wrinkle of time.

EDUCATION

Diploma in Animation and Visual Effects (AAIP VFX)

APTECH ARENA ANIMATION | 2018

Higher Secondary Education

NIOS | 2018

Secondary Education

ICSCE Board | 2012

Diploma in Arts (Painting)

Diploma in Dance (Bharatanatyam)

Sarba Bharatiya Sangeet- O- Sanskriti Parishad | 2006 – 2010

ACHIEVEMENT

Animal Friends

HOUDINI

Working as Creature TD. Cloth Simulation and Hair Simulation on Assets like Bear, Pony and Hunting Dog.

Venom: The Last Dance

HOUDINI

Worked as Groom TD. Grooming Hair on assets like Digi Doubles of Tom Hardy

Ramayana

HOUDINI

HOBBIES

Art and Crafts
Dance
Singing
Writing
Poetry
Photography

LANGUAGES

English
Bengali
Hindi
Spanish (self-taught)

COMMUNICATION

Strong communication skills, including effective verbal and written communication, active listening, and empathy.

LEADERSHIP

Collaborative leader, with the ability to work effectively with cross functional teams to achieve common goals.

Worked as Groom TD. Grooming Hair and Feather on assets like Digi Doubles, Creature and Birds such as Ram, Lakshmana, Tataka, Rhino, Elephant, Asuras variants, Horse, Dog, Goat, Monkey, Bat.

Mickey 17

HOUDINI

Worked as Creature TD. Hair Simulation on Assets of Creepers.

Furiosa: MADMAX SAGA

MAYA

Worked as Creature TD. Shot Sculpting and Interpenetration Fixes with quality checks; on assets such as Digi Doubles.

The Garfield Movie

MAYA

Worked as Creature TD. Shot Sculpting and Interpenetration Fixes with quality checks; on assets like cat (Garfield).

Coyote vs Acme

MAYA

Worked as Creature TD. Shot Sculpting and Interpenetration Fixes with quality checks on assets like coyote creature.

That Christmas

HOUDINI

Worked as Creature TD. Cloth Simulation, Muscle Simulation, Fascia Simulation, Hair Simulation and Interpenetration Fixes with quality checks; on assets like various characters in the feature show.

No One Will Save You

MAYA

Worked as Creature TD. Shot Sculpting and Interpenetration Fixes with quality checks; on assets like Alien Creature.

Bhediya

HOUDINI, MUSH 3D AND MAYA

Worked as Tech Anim Artist (CFX). Hair Simulation, Shot Sculpting and Interpenetration Fixes with quality checks; on assets like Digi Doubles of Varun Dhawan, Creature, python, buffalo etc. And the transformation scene which included most manual tech fixes was delivered by me.

Prey

HOUDINI, MUSH 3D AND MAYA

Worked as Tech Anim Artist (CFX). Shot Sculpting and Interpenetration Fixes with quality checks; on assets like Birds (owl), Animal (bear, rat) and Creature.

The Princess

HOUDINI

Worked as Tech Anim Artist (CFX). Cloth Simulation and Interpenetration Fixes with quality checks.

La Brea

HOUDINI

Worked as Tech Anim Artist (CFX). Muscle Simulation, Fascia Simulation, Hair Simulation Shot Sculpting and Interpenetration Fixes with quality checks; on assets like Animals like giant sloth, giant wolves, giant bear, giant snake etc.

Joe Vs Carole

HOUDINI, MUSH 3D AND MAYA

Worked as Tech Anim Artist (CFX). Shot Sculpting and Interpenetration Fixes with quality checks; on assets like Tiger Camel.

Raised by Wolves

HOUDINI, MUSH 3D AND MAYA

Worked as Tech Anim Artist (CFX). Shot Sculpting and Interpenetration Fixes with quality checks. on assets like Digi Doubles and Creature.

The Secret Headquarters

MUSH 3D AND MAYA

Worked as Tech Anim Artist (CFX). Shot Sculpting and Interpenetration Fixes with quality checks.

Pokémon Detective Pikachu

MAYA

Worked as CFX Artist. Cloth Simulation, Muscle Simulation, Fascia Simulation, Hair Simulation and Interpenetration Fixes with quality checks; on assets like Pikachu and many other Pokémon and Digi doubles.

Crazy Alien

MAYA

Worked as CFX Artist. Cloth Simulation and Interpenetration Fixes with quality checks; on assets like flags and alien creature

Marakkar

MAYA

Worked as CFX Artist. Cloth Simulation and Interpenetration Fixes with quality checks; on assets like ship sails.

Rump

MAYA

Worked as CFX Artist. Cloth Simulation and Interpenetration Fixes with quality checks.

Research and Development

I was provided an opportunity to do some RND on shows while I was an INTERN in ANIBRAIN joint venture FRAMESTORE

Avenger Endgame:

MAYA

Smart Hulk – Muscle & Skin Simulation (RND)

Fantastic Beast:

MAYA

Muscle, Skin & Fur Simulation (RND)

Paddington 2:

MAYA

Cloth Simulation (RND)
