



Francesco Bianco

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Italy · Remote UK / EU

Senior Houdini Technical Director — FX · Crowds · Pipeline

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Vimeo

LinkedIn

LBB Credits

@fran91mzr

Senior Houdini TD with **11 years** building **art-directable simulations, large-scale crowds and production pipelines** for commercials, feature films and episodic. I pair hands-on shot delivery with system design — **USD/Solaris** assembly, **Python/PySide** tools and HDAs that keep heavy FX and thousands of agents fast, stable and easy to revise. **Signature Talent at Laconic**, freelance TD at **Selected Works**, and author of **FRANK**, my own end-to-end VFX pipeline.

11

years in Houdini FX & TD roles (2015 — 2026) across film, TV and advertising

40+

credited productions for global brands, Netflix, Sky, Rai

14

sports covered by a single reusable crowd framework (bet365)

GP

CICLOPE 2026 Grand Prix Post Production — Nike "Rip the Script" (team)

01 Core Expertise

COLOUR KEY USED THROUGHOUT THIS CV

FX Simulation

FX

FLIP and thin-film fluids, Pyro, POP particles, RBD destruction, Vellum cloth / hair / grains, procedural environments — from R&D to final pixel.

Crowd Systems

CROWD

Agent prep & LOD, behaviour and state systems, paired-clip sync, stadium population, variation shading, publishing and cache management.

Pipeline & Tools

PIPELINE

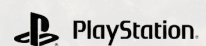
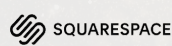
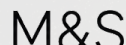
USD/Solaris, colour-managed ingest, render & farm management, versioning, QA. Python, PySide2/6, VEX, C++, MEL, hython, Nuke Python.

CG, Look & Comp

CG

Karma XPU, MaterialX, procedural product CGI and environments, Nuke compositing, Slapshot tracking, AI-assisted workflows (ONNX, splats).

02 Selected Clients



03 Experience

CURRENT

● Present

SINCE MAR 2025

1 yr 8 mos

Milan, Italy
Remote · Freelance

● LACONIC

Post Production Agency

SENIOR HOUDINI FX TECHNICAL DIRECTOR · SIGNATURE TALENT ROSTER

Art-directable FX, procedural CGI and custom tooling for advertising and branded content — from look exploration to final delivery, working directly with creative directors and producers.

FEATURED PROJECT · 2026

Ferrero Rocher — Seasonal Campaign FX PIPELINE CG

Primary VFX TD · 4 × 15" films (Christmas, Easter, Mother's Day, Valentine's Day) + stills

- Owned **FX, tracking, look development, compositing and delivery** across the campaign, from ARRI Alexa 35 4.6K open-gate plates to editorial.
- Designed the campaign's signature **gold pixie-dust trail**: five layered particle families from curve-driven emission, separate Karma render streams and AOV-driven Nuke comp.
- Productised it as the **PixieDust** HDA — presets on disk, sibling sync, auto-built Solaris render branches — for fast shot-to-shot consistency.
- Ran the whole job on **FRANK**: colour-true plate ingest, tracked cameras, render ledger, review player, versioning and delivery. Retained for the next Ferrero brief.

SACMI Packaging & Chocolate — LEDwall films 2026 FX CG

Engineering DWGs rebuilt as procedural folding / wrapping VEX rigs; Vellum films, bags and wrappers; modular chocolate pour and formation systems reused across product variants (4096×1280 corner LEDwall).

Our Talents Left No Crumbs 2026 CG PIPELINE FX

AI concept → Gaussian-splat reconstruction → USD restaurant set in Solaris; built the **Materializer** to assign 28 MaterialX looks automatically; procedural noodle generator with two-pass Vellum hair sim.

Vaseline — Gluta-HYA 2025 FX

R&D and delivery of a hero bursting serum bubble — surface tension, thin-film breakup, art-directable timing.

 Present

SINCE MAY 2023

3 yrs 6 mos

London, UK
Remote · Freelance

SELECTED WORKS

VFX Company · London

VFX TD · CROWD TD · FX TD · CICLOPE 2026 VFX COMPANY OF THE YEAR

Crowd-driven and FX-heavy shots for global sport and brand campaigns; crowd pipeline design on USD/Solaris, plus tooling for publishing, caching and scene assembly.

Nike — Rip the Script 2026 · CICLOPE Grand Prix Post + Bronze VFX

CROWD

PIPELINE

FX

Procedural supporter distribution (team, variation, density) for full stadiums; improved crowd publishing into layout and lighting; stadium volumetrics, ball water sprays and contact-driven dirt, grains and dust for the Van Dijk tackle.

Coca-Cola — An Olympic Hug, Paris 2024

2024

CROWD

PIPELINE

Crowd architecture with paired A/B clip instancing that synchronises hugs across thousands of agents.

bet365 — Never Ordinary: Breaking News 2024

CROWD

PIPELINE

One procedural crowd framework for stadiums, cities and live broadcasts across 14 sports.

Coca-Cola — The Futbol Match, Lamine Yamal 2025

CROWD

PIPELINE

FX

Owned the crowd end-to-end — setup to export pipeline — plus tickertape FX.

Tylenol × NWSL — Greatness Hurts 2025

CROWD

PIPELINE

Visually infinite stadium tiers with distance-driven LOD and brand-palette material variation.

Nike — So Win, Super Bowl 2025 · Super Clio 2025

FX

Vellum tickertape with controlled spin, basketball-driven glass shatter, aerodynamic cloth.

Battlefield 6 — It All Goes Down on PS5 2025

FX

RBD building destruction, pyro and debris, volumetric jet exhaust with shock-diamond patterns.

Nike — Sam Kerr, Flip the Game 2023

CROWD

PIPELINE

Complete stadium crowd asset workflow — agent prep, animation, texturing, layout, simulation.

Also: Xbox *The Caretaker* · Usyk vs Fury 2 · M&S Christmas · Squarespace · bet365 UEFA Champions League · bet365 Never Ordinary · Paddy Power World Cup 2026 · GEA Fury vs Ngannou · Nike *No Retreat*

04 Pipeline & Tool Development

PERSONAL R&D USED IN PRODUCTION

FRANK.

Python · PySide6 · Houdini · Nuke · USD · Karma

An **end-to-end VFX pipeline** I designed, built and run on live commercial jobs — it carried the full Ferrero Rocher 2026 campaign from plate ingest to final delivery. One artist-facing app inside Houdini and Nuke, backed by a per-project manifest that tracks every plate, version, render and note.

Ingest & Colour

Plates and elements with manifest-tracked transfer curves; EXR and review mov match exactly.

USD Shot Prep

USD scenes ingested with dependency resolution; cameras, geo and FX recipes rebuilt per shot.

Render Manager

Karma settings capture, resolution guard, project-wide render ledger of frames and hours.

Nuke Toolkit

Write and colour sanity checks, comp retarget across shots, version time-machine.

Review & Notes

Browser A/B wipe player with auto-transcode, delivery flags, shot notes.

Runner & Farm

Headless chains: prep → Karma render → comp → notify, local or on farm.

Quality gates: every release passes a static reference check and a 470-check self-test suite; versioned modules deployed as Houdini packages to multiple workstations with two-way HDA repository sync.

PixieDust

HDA · SOLARIS · KARMA

Deterministic particle-trail system: layer families, on-disk preset library, sibling-HDA parameter sync, auto-built Karma render branches with comp AOVs.

Materializer

LOPS · MATERIALX

Drag-and-drop look assignment: identifies assets, builds LOP networks and applies studio material libraries in one pass.

Crowd Toolkit

HDA · PYSIDE6 · VEX

crwd_states_builder (mood-based state randomisation with epicentre and stadium heatmap preview), agent publishing / export, texture-variation weighting, transform blending.

AI-assisted Workflows

ONNX · GAUSSIAN SPLATS

Depth Anything V2 depth pre-scoping for camera tracking; opt-in "Experience" module that learns artist habits from production history; splat-to-USD set reconstruction.

05 Earlier Experience

2024-25

NOV 2024 — MAR 2025

Cardiff · Remote



CR.STUDIO

FX ARTIST

Isover *Building Better Together* — the film's main real-to-CG transition. **FX**

2021-22

JUN 2021 — JUL 2022

London · Remote



UNTOLD STUDIOS

CROWD & FX ARTIST

The Sandman E10 (Netflix) grass vortex · Sky F1 Season Launch crowds · Sky Glass magic FX · PlayStation *Play Has No Limits* · Ray-Ban Stories · Dyson Airstrait · DFS. **CROWD** **FX**

2017-19

OCT 2017 — OCT 2019

Milan



EDI EFFETTI DIGITALI ITALIANI

VFX TD

Film & series: *Romulus* (Sky), *ZeroZeroZero* (Sky Atlantic), *L'uomo senza gravità* & *Cosmos* (Netflix), *Il Primo Re*, *A casa tutti bene*, *Tutto il mio folle amore*. Ads: Ferrari 488 Pista, Kinder, Amaro Montenegro, Oppo, Edison, WWF. **FX**

2015-17

OCT 2015 — JUL 2017

Milan



INKY MIND

VFX TECHNICAL ARTIST

TV commercials and the U-Hugs animated series (*Giochi Preziosi*). **FX** **CG**

2019-25

DEC 2019 — 2025

Short engagements



FREELANCE PROJECTS

FX ARTIST · HOUDINI PIPELINE TD

ESTRO — industrial fluids (UNIQA, ZMR) · **FM Photographers** — IP × Nitto ATP Finals slow-mo impact, Braulio & Crodino Maxiwall · **Reisinger Studio** — *Fire (Fire) The Smell of Pink* · **Not Just Music / Monkey Talkie** — Houdini pipeline, Sergio Rossi campaign. Earlier (2014-19): product & graphic design for international clients.

06 Awards & Recognition



2026

CICLOPE Festival — Grand Prix Post Production & Bronze VFX ↗

Nike "Rip the Script" · Selected Works team



2025

Super Clio — Best Super Bowl LIX Commercial

Nike "So Win", W+K Portland · Selected Works VFX team



2018

Cannes Lions — Film Craft Lions Finalist, VFX

WWF "Orso" for Earth Hour, dir. Gabriele Muccino · Environment FX TD



Since 2025

Laconic Signature Talent

Curated roster of senior artists

07 Education



2011 — 2014

BSc Industrial Design — Politecnico di Milano

102/110

FEB — JUL 2015

VFX Master Class — Mykey Studios, Milan

Diploma of Merit · SideFX Houdini (J.C. Nouchy) · Maya · Nuke



DEC 2014 · JUL 2015

Autodesk ATC — VFX Master Class (480 h), Maya Computer Animation (280 h)



2021

Google — Crash Course on Python

08 Languages

Native

Italian

Full professional

English

UK studios, remote, since 2021

"The best technical work is often invisible. Great pipelines quietly empower artists, great tools remove friction, and great simulations feel natural while remaining fully art-directable."