Stephane Daguin

Senior FX/TD | Lead FX | Houdini Generalist Artist

With more than 15 years of experience in advertising, series, and film, I have developed deep expertise in Houdini, covering fluid simulations, particle systems, and procedural pipelines. I am now extending my skills to Unreal Engine and evaluating ConfyUI to improve and automate my VFX workflow.

Contact

Based in Spain

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https://www.linkedin.com/in/stephanedaguin/

https://vimeo.com/1123007947

Softwares

Skills

Vex/Vops	Solaris
Vellum solver	Karma
MPM solver	Redshift
Fluid solver	Arnold

Formation

2011 — **CGWorkshops**
- python in Maya

2006 — **Objectif 3D**
- Lightwave / Softimage

2002 — **Master´s degree Image & Sound**
- Aix-Marseille University

2000 — **Degree in Performing Arts majoring in Cinema.**
- Paul Valery University

1997

Languages

French	★★★★★
English	★★★★
Spanish	★★★
Italian	★★

2025

Mathematic Studio - Houdini FX/TD
- "***Marsupilami***"
- **Lil Nas X - "*J CHRIST*"**

2023

Trixter - Houdini FX Artist
- "***Loki***" **Season 2**

2022

Mathematic Studio - Houdini FX/TD
- **Coldplay - "*Higher Power*"**
- **Ed Sheeran - "*Boat*"**
- "***Vesper***"

Digital District - Houdini FX/TD

2021

Jellyfish Pictures - Houdini Crowd Artist
- "***Spirit Untamed***" **(Universal)**

Passion Pictures - Maya cloth FX Artist

One Of Us - Houdini snow FX/TD

2020

- "***Godmothered***" **(Disney +)**

nWave Digital - Houdini FX/TD

2019

- "***Bigfoot Family***"

Umedia VFX - Houdini Cloth FX/TD

2018

- "***ExtraOrdinary***"

Objectif 3D - Houdini FX teacher
- 3D School of animation

2017

ILM - Houdini Crowd TD
- "***Ready Player One***"

Nozon - FX/TD - Cloth FX/TD - Fur FX/TD

2011

nWave Digital - Maya FX artist
- "***Sammy 2***"

Walking the dog - Softimage FX/TD

2010

- "***A monster in Paris***"

Mokko Studio - Maya/Softimage FX/TD

2009

- **TV serie "*The Podcats*"**
- **"*Last days of the Dinosaurs*"**

Ellipsanime - CG Texture Artist

2008

- **TV serie "*Garfield & Cie*"**

Mokko Studio - CG artist

2007