



Cody Egan
cody3d.com
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Professional Experience

ReelFX - 2019 - Present Character Effects Artist

Responsible for cloth, hair and muscle simulation on shots,
for creating hair and grass grooms and for creating cloth rigs

Programs: Maya, Houdini, nCloth, nHair, XGen Legacy, Ziva

Films: SCOOB!, Rumble, Back to the Outback, La Calesita

Motion Picture Company (MPC) - June-Sept. 2019 Technical Animation Artist

Responsible for skin cleanup and for fur, cloth, muscle and feather simulation.

Programs: Maya, Houdini, Nuke, Katana

Films: One and Only Ivan

Other film credits

Wander (Short Film) - Cloth Simulation

Claymator (Short Film - Writing, Producing, Texturing, Lighting, Compositing

Education

Savannah College of Art and Design - Bachelor of Fine Arts - Animation - May 2019

Skills

Proficient in:

Maya, Arnold, nHair, nCloth, Xgen, Houdini, Adobe Creative Suit