

Ceyhan Kapusuz

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Lead FX & CFX Technical Director

About

Summary:

Lead FX / CFX Artist with nearly two decades of experience in visual effects, specializing in procedural FX, large-scale destruction, fluids, environmental effects, and creature FX. With a background in Maya character rigging, I later specialized in Houdini-based FX and CFX development, building procedural systems for complex simulations and character-driven effects.

Since 2016, I have held senior and lead roles at DNEG and Framestore, developing FX systems, establishing sequence looks, and leading teams on productions including *Dune: Part One & Two*, *Venom: Let There Be Carnage*, *How to Train Your Dragon*, and *Shazam! Fury of the Gods*. Beyond film VFX, I develop games and real-time projects in Unreal Engine and Unity, alongside Python tools and technical projects.

Education:

- 2001–2009 Department of Tourism Administration , Bosphorus University , Istanbul

Programing Languages

- Python
- C#
- Vex
- Mel
- HLSL
- GLSL

Softwares

- Maya
- Houdini
- Unity
- Unreal
- Zbrush
- Nuke
- AfterFx

Portfolio Links

- Portfolio & Showreel :
www.ceyhankapusuz.com
- Linkedin Profile :
<https://www.linkedin.com/in/ceyhan-kapusuz-893b9714/>
- Imdb :
<https://www.imdb.com/name/nm4299802/>



Dune Part Three ,DNEG (2026)

Lead FX TD, Responsible for the large-scale drone emergence and ground destruction shot in the opening war sequence, featuring a 900-meter underground drone breaking through the terrain and beginning its attack. Also contributed to multiple hero Sandworm shots, creating large-scale sand and environmental interaction FX.



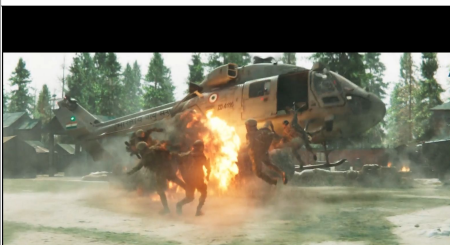
Stranger Things Scanline (2025)

FX Artist, Contributed FX work on Season 5, Episodes 1, 5, and 8, creating Demogorgon vein-growth effects and saliva simulations. Developed detailed organic FX to support creature close-ups and interactions



How To Train Your Dragon, Framestore (2025)

FX Artist, Developed a procedural burning and charring system for wooden structures. Also delivered hero destruction FX for the Red Death climax, creating large-scale rock and debris interactions.



Fighter, DNEG (2024)

Worked on helicopter destruction sequence, building tearable RBD rigs and running destruction simulations. Led a team of artists responsible for secondary FX simulations and supported the overall destruction workflow.

Fighter 2024 Fx Lead Destruction Fx



Dune Part Two, DNEG (2024)

Lead FX TD , Led the development and delivery of hero sandstorm sequences, including large-scale interactions with terrain, sandworms, ornithopters, explosions, and spacecraft shields. Developed core procedural setups and supervised FX artists through final delivery.

Dune: Part Two 2024 Fx Lead Sandstorm



Shazam! Fury of the Gods (2023)

Lead FX TD, Developed the procedural animation and transformation setups for Anthea's Power of Axis sequence, enabling buildings to disassemble, contort, re-form, and assemble into new configurations. Led a team of FX artists applying the setups across multiple shots.

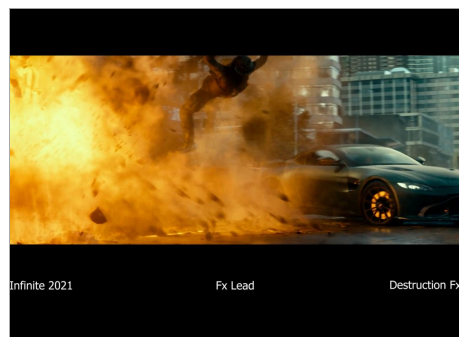
Shazam! Fury of the Gods 2023 Fx Lead Procedural Anim



Venom: Let There Be Carnage , DNEG (2021)

Senior FX Artist, Developed the carnage transformation FX, including the hero prison transformation of Cletus Kasady into Carnage. Created procedural systems for organic growth, interconnected veins and web-like structures, combined with dynamic simulations to achieve the evolving symbiote transformation.

Venom: Let There Be Carnage Fx Artist Transformation Fx



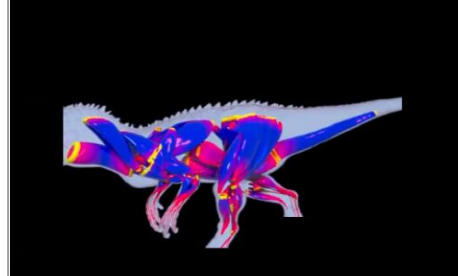
Infinite, DNEG (2022)

Lead Fx Td , Developed the look and setups for large-scale ground and road destruction, then led a team of FX artists applying the workflow across multiple collapsing-road shots.



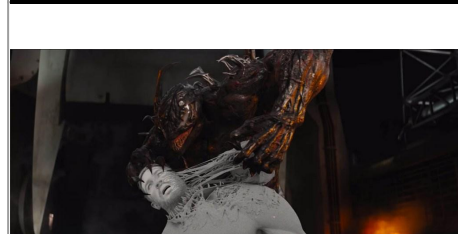
Dune, DNEG (2021)

Senior FX Artist, DNEG — Developed large-scale water FX for the submerged ship sequence on Caladan, including waves, sheeting water, whitewater, mist, and wet-surface interactions. Also developed procedural Arrakis sandstorm FX, combining volumetric storm movement, surface detail, ground interaction, and dynamic sand trails.



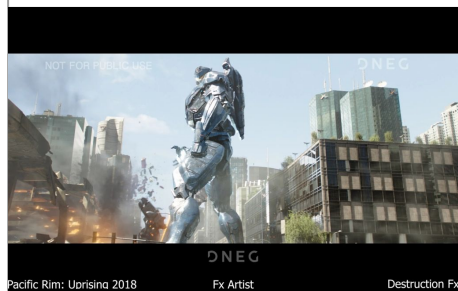
Jurassic Park Ride, FrameStore IA (2019)

CFX Lead, Developed a FEM-based creature flesh and skin simulation system, including muscle-driven deformation, flesh dynamics, skin sliding, surface jiggle, muscle contractions, bone sliding, and wrinkle simulation.



Venom, DNEG (2018)

Senior FX Artist, Developed the Venom separation FX, Created procedural systems for organic growth, interconnected veins and web-like structures, combined with dynamic simulations to achieve the evolving symbiote transformation.



Pacific Rim Uprising, DNEG (2018)

Senior Fx Artist , Created water and destruction FX for large-scale robot interactions, including ground destruction on impact, RBD simulations, and water interaction as robots emerged from the water, with falling, dripping, and cascading water effects.



2018, Avengers: Infinity War ,DNEG (2018)

Senior Fx Artist, Creating ground interaction effects and destruction simulations for multiple shots.

2017, Wonder Woman, FX Artist

2017, Guardians of the Galaxy Vol. 2, FX Artist

2015, 125 Years Memory, Character & Fx Technical Director

2015, 8 Saniye, Character & Fx Technical Director

2013, Karaoglan, Character & Fx & Crowd Technical Director

2010, Prensesin Uykusu, Character & Fx Technical Director



125 Years Memory (2015) MyLiaison

Character & Fx Technical Director, Cloth and rope simulations for ship sails and rigging, along with technical animation. Houdini ocean and water simulations.



8 Saniye (2015) CherryCherry

Character & Fx Technical Director, Bird rigging, wing and feather setups, procedural animations, and cloth simulations



Two Hearts as One (2014) CherryCherry

Character & Fx Technical Director, Pyro, explosions, destruction, and residual smoke simulations for the Stalingrad battle sequence.



Benylin Comercial (2013) CherryCherry

Character & Fx Technical Director, responsible on bear rigging, maya muscle setup and sims. and fur setup, fur interaction
Ministry Of Health Comercial (2015) CherryCherry



Generalist 3d Artist , Design, modeling, and rigging of mechanical systems representing the human body, including technical animation and camera work.



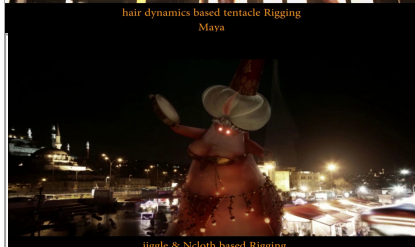
Karaoglan (2013)

Crowd simulations and character rigs for large battle sequences, including Massive and Maya sprite crowds. Creature rigging, animation, and technical animation.



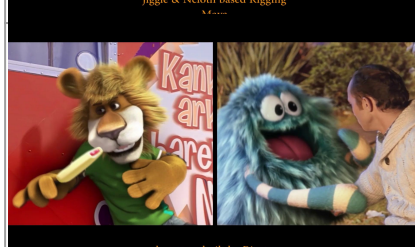
Sleeping Princess, Imaj (2010)

Character & Fx Technical Director, Character and creature rigging, including an octopus with dynamically driven tentacles and hair-based simulation setups.



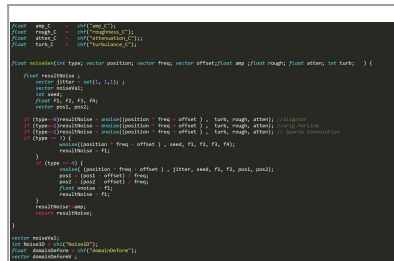
Istanbul Monsters , Short Movie Anima (2009)

Character rigging, Maya nCloth-based dynamic rigs, and character animation.



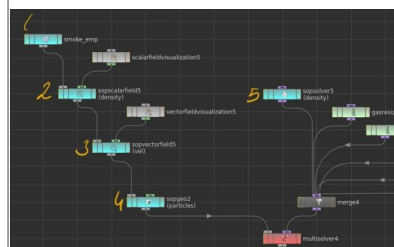
Various Comercial Projects, Anima (2008-2010)

Character rigging and technical setups for a range of stylized and toon characters across commercial projects.



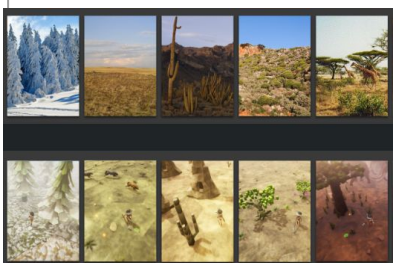
Vex [\[Dev Page\]](#)

A collection of Houdini VEX tools for procedural geometry, noise control, scattering and instancing, vector operations, ray projection, curve-based forces, attribute blending, and custom force generation for FX workflows



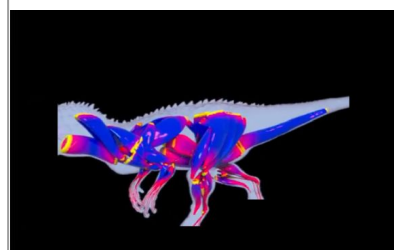
MicroSolvers [\[Project Link\]](#)

A collection of custom Houdini DOP micro solvers for building and controlling fluid simulations, including non-Newtonian fluids and solver interactions. The setups explore low-level simulation control, custom forces, field manipulation, and interactions between different dynamic systems.



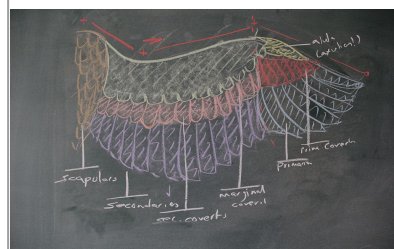
Procedural environment tools, [\[Project link\]](#)

Houdini HDA for procedural map generation and asset instancing in Unreal Engine. It generates terrain, water, humidity, and temperature maps to define different biomes, then scatters trees, vegetation, rocks, and other assets based on biome and environmental conditions.



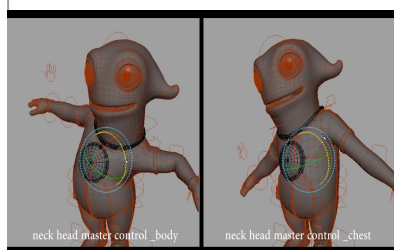
CFX toolset for muscle, flesh, and skin simulation. [\[Project link\]](#)

It combines tension-driven muscle dynamics, FEM-based flesh simulation, and surface effects such as jiggle, skin sliding, and wrinkles. The setup uses anatomical properties and dynamic muscle states to control stiffness, contraction, bulging, and deformation throughout the simulation.



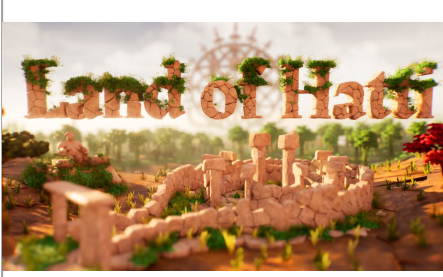
Feather & Wing auto rigger [\[Project link\]](#)

a procedural Maya tool for automating feather distribution and wing rigging from artist-defined guide curves. The tool uses surface-driven techniques, follicles, joint chains, IK, and tangent-based orientation to provide flexible control over feather placement, scale, orientation, twist, and wing deformation, streamlining the creation of complex feathered character rigs.



Biped auto Rigger [\[Project link\]](#)

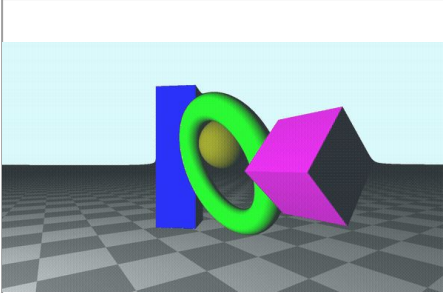
A Maya auto-rigging tool for quickly building production-ready biped character rigs. It includes IK/FK torso, arms and legs, IK-FK snapping, stretch controls, arm twist, elbow snapping, finger controls, and independent chest, hip, neck, and head controls.



2022-2024 Land Of Hatti

an open-world survival game, using Unreal Engine with C++ and Blueprints.

[[ProjectLink](#)] [[DevLink](#)] [[DevLink2](#)]



Real-time shader development [[Project Link](#)]

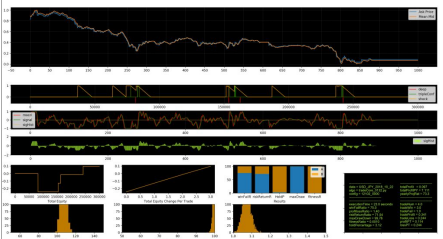
A collection of real-time shader experiments using HLSL, GLSL, Unreal Engine, and OpenGL, covering ray marching, signed distance functions (SDF), procedural volumetric effects, noise generation, lighting, and animated surface effects.



2020-2021 Ministry of Pandemic

Developed and released as a strategy simulation game in 2021, built in Unity using C#.

[[ProjectLink](#)] [[DevLink1](#)] [[DevLink2](#)]



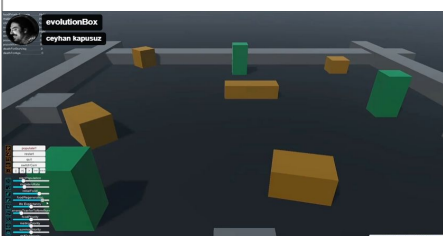
2019 TradeRunner [[ProjectLink](#)]

a trading platform, Initially created as an automation tool, it evolved to identify trade patterns.



2017 Octo [[ProjectLink](#)]

a platform adventure game, featuring mechanical puzzles and traps, built in Unity using UnityScript.



2016 Evolution Box [[ProjectLink](#)]

Developed EvolutionBox, a Unity-based simulation exploring evolution as a key mechanism for learning, built in Unity using UnityScript.

- **Sept 2026-present**
LeadFx Technical Director , Dneg MTL
Dune Part Three(2024)
- **April 2025 - Sept 2026**
Senior Fx Technical Director , Scanline MTL
Stranger Things Scanline (2025)
- **Oct 2024 - April 2025**
Senior Fx Technical Director , Framestore MTL
How To Train Your Dragon, Framestore (2025)
- **Oct 2019 -Oct2024**
Lead Fx Technical Director, Dneg MTL
Fighter, DNEG (2024)
Dune Part Two, DNEG (2024)
Shazam! Fury of the Gods (2023)
Venom: Let There Be Carnage , DNEG (2021)
Infinite, DNEG (2022)
Dune, DNEG (2021)
- **Oct 2018 - July 2019**
Lead Creature Fx Technical Director Framestore London
Jurassic Park Ride, FrameStore IA (2019)
- **Jan 2017 - Sept 2018**
Senior Fx Technical Director Double Negative London
Venom (2018)
Pacific Rim Uprising (2018)
Black Panther (2018)
2018, Avengers: Infinity War (2018)
2017, Wonder Woman, FX Artist

- **July 2016 - Sep 2016**

Houdini Fx Technical Director Trixter VFX Munich

Guardians of the Galaxy Vol. 2 (2017) FX Artist

- **Nov 2013 - Jul 2016**

Character & Fx Technical Director CherryCherry VFX Istanbul

125 Years Memory (20145), Character & Fx Technical Director

8 Saniye (2015) Character & Fx Technical Director

Various Commercial Projects

- **Dec 2011 - Nov 2013**

Character & Fx Technical Director Freelancer

Karaoglan (2013) Character & Fx & Crowd Technical Director

Various Commercial Projects

- **Apr 2010 - Dec 2011**

Character Technical Director & FX artist Imaj Animation Istanbul

Prencesin Uykusu (2010), Character & Fx Technical Director

Various Commercial Projects

- **May 2008 - Apr 2010 :**

Character Rigger Anima , Istanbul

Various Commercial Projects

- **Aug 2006 - Jan 2008 :**

2d-3d Generalist / Intern Akrobat Animasyon, Istanbul

Various Commercial Projects