



DENIS HENON

SENIOR CHARACTER FX ARTIST

HOUDINI & MAYA

PYTHON

Character FX artist specializing in cloth, hair and fur simulation, with nine years in production at Illumination (The Super Mario Bros. Movie, Despicable Me 4, Minions: The Rise of Gru). Combines an artist's eye with technical depth: building Python tools and Houdini HDAs that automate the CFX pipeline.

SKILLS

CFX	Cloth, hair & fur simulation (Vellum, nCloth)
SOFTWARE	Houdini, Maya, Unreal Engine (real-time 3D, VR)
SCRIPTING	Python
SYSTEMS	Linux
WEB & UI	HTML5, CSS3, JavaScript, UI/UX design

LANGUAGES

FRENCH	Native
ENGLISH	Fluent (C1)

EDUCATION

2026	VoxelFX Houdini Grooming & CFX (105-hour intensive course)
2020	VoxelFX Houdini VFX (6-month program)
2007-12	Pôle 3D Graduate school, Master's degree

ENTREPRENEURSHIP

E-COMMERCE	Co-manager (2020-23) Redesigned the platform's UI/UX and built interactive educational web content.
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VELLUM

NCLOTH

CLOTH SIM

PYTHON

HAIR SIM

HDA

ILLUMINATION

STUDIOS • PARIS

MARCH 2019 — PRESENT

→ SENIOR CHARACTER FX ARTIST

Cloth, hair & fur simulation. Develop in-house Python tools that automate key production tasks and improve pipeline efficiency.

FILMS



THE THIRD

2015 — 2019

→ CO-FOUNDER & TECHNICAL 3D GENERALIST

Produced 3D imagery and interactive real-time tools for automotive, real estate and event marketing, including VR simulators for Toyota.

ILLUMINATION

STUDIOS • PARIS

2014 — 2015

→ CHARACTER FX ARTIST

Simulated cloth, hair and fur on major international animated features.

FILMS



mikros

ANIMATION

2014

→ CHARACTER FX ARTIST

Handled cloth and hair simulation for a highly stylized visual universe.

FILMS



ILLUMINATION

STUDIOS • PARIS

2013 — 2014

→ CHARACTER FX ARTIST

Simulated clothing and fur on the film's main characters.

FILMS



CHARACTER FX ARTIST

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