Meredith Moulton

Character Effects TD

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US Citizen | Canadian Permanent Residency

Overview

I'm a Character Effects TD with experience on several animated feature films.
My responsibilities include garment tailoring and setup, as well as simulation of clothing, hair and muscles for hero and background characters.

Experience

Simulation TD, Pixar, Emeryville, California – 2019-Present
Tailored and setup garments for simulation, for hero and secondary characters.
Simulated cloth and hair in shots.
Created sequence-level setups so garments could sim with sequence-specific behaviours.
Hair simulation setup and testing to make grooms sim-ready.
Trained and mentored interns during the Pixar PUPs program, Trained new-hires and people new to tailoring.

Character Effects TD, Sony Pictures Imageworks, Vancouver, Canada – 2014-2019
Setup cloth simulation rigs, and simulated cloth, hair and muscles for hero and background characters.
Trained new hires and recorded training materials.
Winner of Imageworks' Best Character Effects Award, and Applause Award.

Projects

Feature Films

Turning Red	Soul	Spider-Man: Into The Spider-Verse
Smurfs: The Lost Village	Storks	Hotel Transylvania 3: Summer Vacation
The Angry Birds Movie	Hotel Transylvania 2	

Education

BFA in Animation, 2013
Brigham Young University, Provo, Utah.   Commencement Speaker

Skills

Maya
Cloth, Hair and Muscle Simulation, Cloth Rigging/setup, Modelling, Grooming

Presto
Cloth and hair simulation. Garment setup

Houdini
Grooming, Fur and Cloth simulation.

Programming Languages
Python, MEL

Fun Facts

I appear in a few episodes of Disney+'s *Inside Pixar* as an extra. My mom thinks this makes me famous.

I spend a lot of free time training my dog. She knows how to get me a tissue when I sneeze and goes tracking in the woods.