Olcun Tan, Co-Founder / Head of R&D, Gradient Effects

Olcun Tan is an award winning visual effects artist, co-founder and head of research and development at Gradient Effects.

He is the architect of Gradient's GLoW software and workflow. Developed first as an in-house tool, GLoW's next generation meta-data toolset has matured into a commercially available service. Mr. Tan was previously the lead effects developer at Dreamworks Animation, Earlier, he innovated new VFX software at The Mill and Moving Picture Company in London, on films including several "Harry Potter" installments.

Olcun began to demonstrate his technical prowess early in his career, making impactful industry contributions while working at leading Europe-based visual effects houses including Millfilm and London`s Moving Picture Company. At MillFilm, he was the lead software developer on global blockbusters like Black Hawk Down and Lara Croft: Tomb Raider. His Research and Development on Lara Croft: Tomb Raider resulted in advancements in rigid body simulation. Black Hawk Down on which Olcun served as CG location supervisor--earned industry wide praise in particular for its realistic Black Hawk crash sequence. Other Contributions include the development of a fast and stable computational fluid dynamics system in cooperation with Flow Analysis, which was used in Blockbusters such as "Harry Potter and the Sorcerer`s Stone" and "Harry Potter and the Chamber of Secrets". Next, he was recruited to serve as lead effects developer at Dreamworks Animation. For Over the Hedge, Olcun developed a foliage system, which today remains a key feature in the DWA pipeline. It has been used on subsequent releases including the hit Kung Fu Panda. In 2006 a Siggraph Sketch detailed his work. He co-founded Gradient Effects to combine visual effects supervision and artistry with cutting-edge R&D typically available only at much larger studios.