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Rango (2010)

Reel Breakdown A small selection of shots produced for Gore Verbinski's "Rango"

- 1) **The Whole Town**
 - Managed over 70 character assets
 - Simulated cloth and hair
 - Developed character management system

- 2) **Aqueduct Fight**
 - Cloth and hair simulated on all characters
 - Simulated flesh
 - Sculpting on cloth and hair

- 3) **Canyon Chase**
 - Cloth and hair simulated on all characters
 - Flesh and rigid body simulation
 - Sculpting on cloth
 - Wrote scripts for simulating fast moving objects

- 4) **All Is Well**
 - Simulated cloth and hair (Characters on the midground island)

- 5) **Golfing With The Mayor**
 - Cloth and hair simulated on all characters
 - Rigid body simulation
 - Sculpting on geometry and cloth