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Demo 2011

Reel Breakdown Page 1

A Small Selection Of Shots From Various Films I've Had The Pleasure Of Working On.

- 1) **“Powerplant Destruction”**
 - Rigid Body Simulation
 - Cable Simulation
 - Sparks
 - Rendering

- 2) **“Cowboy Rodent”**
 - Hair And Cloth Simulation
 - Bat Wing Simulation

- 3-4) **“Air Ship Effects”**
 - Created Thruster Fire, Exhaust, Heat Ripple Setup
 - Rendering

- 5-8) **“Rodent Mayhem”**
 - Cloth And Hair Simulation

- 5) **“Wounded Bird Gets Wounded”**
 - Cloth And Hair Simulation
 - Rigid Body Simulation

- 6) **“Window Jump”**
 - Glass Debris Simulation
 - Rendering

- 7) **“Tomahawk Attack”**
 - Thruster Fire, Exhaust, Heat Ripple On All Ships
 - Midground Explosion Simulation

- 8) **“The Whole Town”**
 - Managed Over 70 Character Assets
 - Simulated Cloth And Hair
 - Developed Character Management System

- 9) **“The Whole Fleet”**
 - Thruster Fire, Exhaust, Heat Ripple, On All Ships
 - Python Script For Asset Implimentation
 - Python Script For Nuke Import And Composite

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Reel Breakdown Page 2 A Small Selection Of Shots From Various Films I've Had The Pleasure Of Working On.

10) "Incoming"

- Cloth And Hair Simulation
- Flesh Simulation

11) "Golfing With The Mayor"

- Cloth And Hair Simulated On All Characters
- Rigid Body Simulation
- Sculpting On Geometry And Cloth