

VFX SHOWREEL 2013 – BREAKDOWN



- Title background – ink in water, live footage that i shot for reference for a short that i am currently working on.



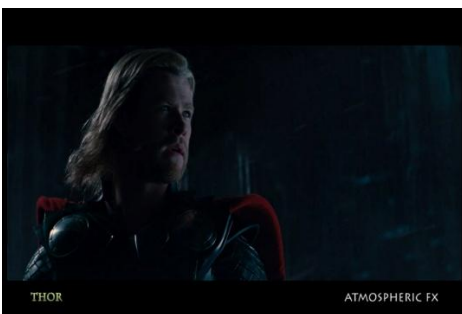
- I worked on the shape and speed of the IF Drone Shield for the Final Battle sequence, and published an OTL which was rolled out to the rest of the department. Software: Houdini, Mantra, Nuke



- This shot shows the shield OTL in use along with the shape(s) of destruction, a method which I incorporated in the base shield OTL. Software: Houdini, Mantra, Nuke



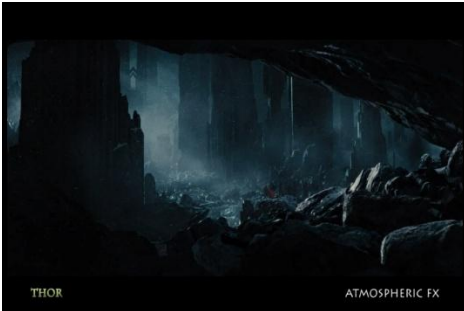
- Here I worked closely with animators whilst creating the base shield, ensuring that the hero drones worked well with the shield building up. Software: Houdini, Mantra, Nuke



- I created atmospheric effects including fog, snow and breath by modifying pre-developed OTLs. Software: Houdini, Storm (proprietary volumetric renderer), Mantra, Nuke



- In addition to the atmospheric effects described above, i also created the particle effects for the shards in this shot. Software: Houdini, Mantra, Nuke



- As above, I created atmospheric effects for this shot including layers of fog and snow. Software: Houdini, Storm (proprietary volumetric renderer), Mantra, Nuke



- I created the steam in this shot. Software: Houdini, Storm (proprietary volumetric renderer), Mantra, Nuke



- I worked on the Deado Death effects and soul bullets using and tweaking pre-developed tools. Software: Houdini, Mantra, Icy (proprietary compositing software)



- Close up of Peters Key (see shot description below)



- I worked on Peters Key, a hero lightning/electrical effect for the movie. I worked closely with a compositor to create the required look and published an OTL that was passed on to other artists to use in over 20 shots in the sequence. Software: Houdini, Mantra, Icy (proprietary compositing software)



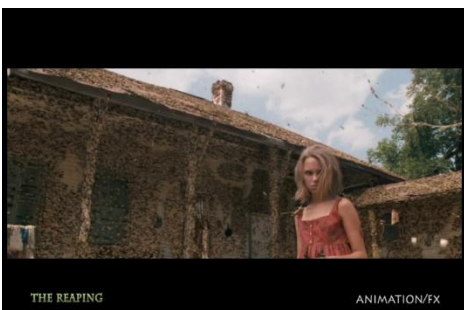
- Working closely with the concept artist and a compositor I created the magic door effect. This included previs, modeling, fx, animation, lighting and rendering. I created a scene file that was used by other artists to implement in other shots in the sequence. Software: Maya, PRMan, Shake



- I created the dust and smoke trails for the alien ships. I worked alongside an FX TD who was developing the tools while i tested them and provided feedback. Software: Houdini, Mantra, Nuke



- As above



- My main task on this project was creating, lighting and rendering swarms of locusts for several shots as well as hero locust animation. Software: Maya, PRMan, Shake



- In all of these shots i created particle effects for concussive and dust elements using Maya. I modelled the shattered elements in Houdini and animated them in Maya. Software: Maya, Houdini, 3Delight, Nuke

- I worked on fur dynamics in Maya using a given setup, as well as RBD's in Houdini for the interactive stones. Software: Maya, Houdini, 3Delight, Nuke

- My role on this project was Head of Character Effects. In this shot i worked on the cloth of the hot air balloon using nCloth in Maya, fur effects using proprietary software and finalling in Maya.

- Head of Character Effects. In these shots i supervised cloth (Qualoth in Maya), i supervised hair/fur dynamics including Santa's moustache and beard (using proprietary software), and finalling (using modeling techniques in Maya).

- On The Tale of Despereaux, i worked in the layout department. I did the rough layout, final layout, final camera passes and set dressing in these shots. Software: Maya

