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Latest work - Shot breakdown

Feature – James Cameron's Avatar :

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- *"Airplanes landing on wet tarmac" - Water spray, tiny droplets and leaves*

Build a few digital assets including DOP and POP simulation, advecting particles in fluids, to quickly recreate the effect in all shots.

Using custom VOP shaders, rendered in Mantra

- *"Thrusters turned on" - Smoke + Heat Haze + Fire*

Using Pyro with UpRes to create full frame smokes.

Same technique to create fluids used with a glass filter in Shake to distort the plate (Heat effect)

Instantiate lights on particles to create blue fire inside the thrusters.

Using custom VOP shaders, rendered in Mantra

- *"Robots walking on puddles" - Puddles distortion, tiny droplets*

POP simulation rendered as sprites with UV gradient, used as an animated texture in Nuke to distort the puddles already created in comp.

POP simulation for tiny droplets.

Using custom VOP shaders, rendered in Mantra.

Demo reel February 2009 - Shot breakdown

Feature – Rintaro's Yona Yona Penguin :

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- Chunks and debris modeling for parts of a mountain exploding
- DOP Simulation of rigid bodies for different explosions

:: XSI ::

- Particles to create smoke, lava and sparks for explosions, rendered in MentalRay
- Particles to create foam effect, rendered in MentalRay
- Particles to create bats freezing, rendered in MentalRay
- Crowd setup using animation cycles, and particles to create a tornado, rendered in MentalRay

TV Feature – Raoul Peck's L'Ecole du Pouvoir :

:: Maya ::

- nCloth flag simulation

Short film – La Main des Maîtres (Maya + Houdini) :

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- Particles with metaballs and volume shader to create smoke, rendered in Mantra.
- Particles with particlefluidsurface to create blood, rendered in Mantra
- Particles to instantiate ammo, rendered in Mantra
- Rigid bodies to shatter glasses, rendered in Mantra

:: Maya ::

- nCloth simulation for clothes (coat, scarf, straps...)
- nCloth simulation for curtains
- nCloth simulation for cables of a machine
- nCloth simulation for falling papers
- 2D fluids and particles with sprites for small smoke effects.
- Particles to instantiate debris, rendered in MentalRay
- Also done a MEL UI completely integrated in Maya (near the channel box) to manage all the characters : controls manager, pose and animation store and copy between characters, animation symmetry...
- ... and animated most of the 3D characters of the short film, using this MEL UI.

Short film – Bric à Brac (Maya) :

:: Maya ::

- Rigging and development of a MEL UI like the one of "La Main des Maîtres" to manage all the characters.

Commercial – Peugeot :

:: XSI ::

- Character rigging (with Jscript UI) and animation of hands and sail
- Other small effects (2D fluids to create foam, texturing to add a road on a live plate...)