

VFX and CG Reel 2010 - BREAKDOWN

1. *Franz* (2009)

Group project with Jessie Amadio, Dan Bodenstern, and Corinne DeOrsay
10 weeks

Instanced fruit geometry to dynamically positioned points, simulated in POPs.
Modified billowy smoke shader and applied to animated metaballs for cloud effect.
Responsible for camera animation.
Assisted with environment modeling and texturing.

2. *Ship* (2010)

Part of a group project with Jessie Amadio, Jacob Fradkin, and Katie Hazard
4 weeks

Animated the entire ship sequence with keyframe and motion path animation.
Modeled ship using organic and mechanical modeling techniques.
Fully rigged spaceship with IK/FK and squash and stretch functionality.
Fire effect simulated with Houdini Pyro solver.
Dust effects created with Houdini particles.
Procedural shaders generated using Maya Hypershade.

3. *Turtle* (2010)

Brett Angelillis [all]
3 weeks

Modeled in Maya over 2 week period for Character Animation II.
Rigged face to allow for blend shape creation within Maya.
Created library of over 25 expressions, and a GUI for facial animation.

4. *Windy* (2010)

Brett Angelillis [all]
2 weeks

Procedurally modeled sign and plastic bag in Houdini.
Animated sign using CHOPs. Bag animated with cloth.
Shaded with custom VOPs shaders
Composited and integrated with live background plate in Nuke.