

Reel Breakdown

Ground Interaction

The Call of the Wild

Sliding ground interaction for the dogs made with grains, particles and volumes. Based on a setup made by a key artist.

Magic FX

Maleficent: Mistress of Evil

These particle magic FX were created at MPC Film and I was working on these shots from the look dev setup to the final render. For the final result an additional layer by another artist was added to the mix.

Snow Interaction

The Call of the Wild

Snow interaction for the dogs and the sled made with grains, particles and volumes. Based on a setup made by a key artist.

Smoke | Disintegration

Shazam!

Two Shots from DC's "Shazam!" created by MPC Film. My contribution to these shots were the disintegration and smoke FX for the creatures on screen left and right. Both FX were based on setups from Key Artists.

Character Ground Interaction

Maleficent: Mistress of Evil

Ground Interaction for the Characters Percival and Borra. Consisting of two particle simulations and one volume. I did all the necessary shot work for this particular effect.

Ground Interaction

The Call of the Wild

Ground interaction for the dogs and the sled made with grains, particles and volumes. Based on a setup made by a key artist.

Snow Interaction

The Call of the Wild

Sliding snow interaction for the dogs made with grains, particles and volumes. Based on a setup made by a key artist.

Fuse Fire & Smoke

Maleficent: Mistress of Evil

Another small setup I did for this flaming fuse. A combination of fire and smoke simulations all done by me from setup to render.

Snow Interaction

The Call of the Wild

Snow interaction for the dogs and sled made with grains, particles and volumes. Based on a setup made by a key artist.

Red Dust FX

Maleficent: Mistress of Evil

This effect is a combination of RBD and multiple particle simulations. The setup for it was done by a key artist.

Snow Interaction

The Call of the Wild

Deep snow interaction for the dogs made with grains and some additional particle kick-ups. Based on a setup made by a key artist.

Procedural Vines (static)

Maleficent: Mistress of Evil

The static vines on the castle wall were done procedurally in Houdini using curves and a growth tool created by the same key artist who built the setup. Twigs, leaves and flowers were scattered as instances.

Snow Interaction

The Call of the Wild

Multiple layers of snow interaction for the sled made with grains, particles and volumes. Based on a setup made by a key artist.