

## Reel Breakdown

### Snow Interaction

Avatar: The Last Airbender S1

Grain based snow interaction, setup and shot work.

### Magic | Glass Destruction FX

The Sandman S1

All FX are shot work based on a setup done by another artist. As a small addition, I added interaction with the character for the magic FX.

### Whirlpool FX | CFX

Slumberland

All setups, dev and shot work were done by me. The whirlpool is a mixture of several layers of bubbles, volumes and a geo in the center. The CFX include all cloth and the hair of the character.

### Fire | Igloo Destruction FX

Avatar: The Last Airbender S1

I did all the setups, dev and shot work for these FX in this and other shots. The igloo destruction is a vellum sim that combines rigid bodies with ripping cloth, to that I added secondary particle sims. The fire elements are a combination of custom sims and library elements that I created for this sequence.

### Centepede FX Crowd

Indiana Jones and the Dial of Destiny

For this sequence I built a crowd setup that is based on a setup for eel crowds. I rebuilt that existing setup and extended it to include the creatures sticking to the wall and also interacting with each other. The setup also included a procedurally created leg animation, but due to the amount of crowd agents in the end, we switched to an animation walk cycle to get the leg motion.

### BG Fireballs | Hero Character Cloth

Avatar: The Last Airbender S1

I built this setup for the background fireballs in this sequence that consists of a fireball, smoke and spark trail based on spheres provided by animation.

### Bioluminescence FX

Stranger Things S4

A bit of shot work using a setup built by another artist.

### Sand Disintegration FX

The Sandman S1

I developed the setup and look for this effect. The effect is based on a procedural growth/deformation of the character geo, which then in turn drives the main grain sim. The finalization of the shot was done by another artist.

## **Bubbles | Dust | CFX**

### **Indiana Jones and the Dial of Destiny**

The bubble setup was built by the FX supervisor of the project and I did the necessary shot work. I added different types of dust/debris sims and CFX. The setups for all the CFX in this sequence was built and developed by me and it included hair and gear simulations for 4 different character. In these shots I also did the shot work for the CFX.

## **Airbending | Ground Interaction FX**

### **Avatar: The Last Airbender S1**

This shot contains a combination of shot and dev work. All airbending elements are based on a setup built by another artist. I then developed additional FX for the ground interaction, which included dust, debris and vegetation simulations.