



G-Force
Atmosphere/Smoke
Software: Houdini & Proprietary



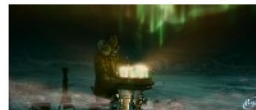
G-Force
Woodchips/Sand
Software: Houdini



G-Force
Feathers
Software: Houdini & Proprietary



Golden Compass Trailer
North Pole Sequence
Snow and FX Reflections
Software: Houdini
Renderer: Mantra



G-Force - Atmosphere

Atmospheric mist and smoke layers are everywhere in G-Force from Disney and Sony Pictures Imageworks. I included a few of the shots where they are most evident. The method we used was a sprite-based, very quick, in-house hardware renderer along with a library of smoke images. (2009)

G-Force - Woodchips/Sand

I worked on many woodchip shots and used different methods for several different shots. They vary from creating static point instances, to using a fluid simulation to drive animation, and finally to using an attribute transfer/accumulation technique to push and rotate the woodchips. (2009)

G-Force - Feathers

I created several special tools to drive the feather motion. The tools allow users to edit the motion, direction, rotation, weight, and other attributes. They also cause clumps of feathers to spin and move up or down faster. (2009)

The Golden Compass

My work on the Golden Compass at Rhythm & Hues was largely snow and reflections for the effects elements. I used houdini to make them along with custom tools from Rhythm and a few custom tools I made. (2007)