

2013 VFX MONTAGE BREAKDOWN



INTERLACE - 20th CENTURY FOX: Cinematic ID

MAYA: Animated camera. Lit and Textured hero logo and city with Anthony Fung of Interlace. Generated render passes from Mental Ray.

AFTER EFFECTS: Composited using render passes from Mental Ray



INTERLACE - CHERNIN ENTERTAINMENT: Cinematic ID

MAYA: Lit and Textured environment. Generated render passes from Mental Ray.

AFTER EFFECTS: Initial comp by Tizu Tigran, Composited final using render passes from Mental Ray.



BMW - GENEVA 2012 ShowReel

MAYA: Animated, modeled, lit and textured cars. Generated render passes from V-Ray.

AFTER EFFECTS: Composited using render passes from V-Ray.



PROTON: GENEVA 2012 ShowReel

MAYA: Modeled and animated camera, car. Lit and textured in V-Ray. Generated render passes from V-Ray.

AFTER EFFECTS: Composited using render passes from V-Ray.



BUDDHA JONES - Transformers ID

MAYA: Modeled, Animated, lit and textured logo. Generated render passes from V-Ray. Mudbox Texturing of non-letter mechanical parts done by Nathan Sawyer at Buddha Jones.

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PROLOGUE FILMS - DoD: Thank You

MAYA: Modeled and simulated flag in nCloth.
Lit and textured in V-Ray.



PROLOGUE - ADIDAS: Smart Soccer

MAYA: Modeled and simulated flag in nCloth. Lit and textured in V-Ray.



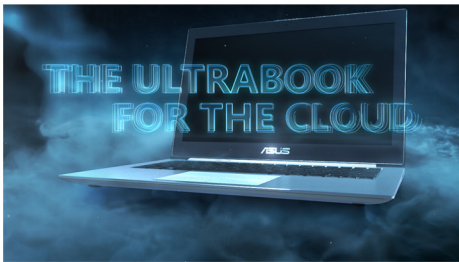
MONTGOMERY and COMPANY - STARZ: On Demand

MAYA: Animated, modeled, lit and textured.



IMAGINARY FORCES - CRICKET: Can't Stop

3DS MAX: Developed look and particle passes along with John Rumieh in Krakatoa.



ASUS: Welcome to the Cloud

MAYA: Modeling. Lit and Textured with V-Ray. Fluids generated in Maya and rendered in Mental Ray. Generated non-fluid render passes in V-Ray

AFTER EFFECTS: Composited render passes and fluids in V-Ray. Text generated in After Effects.



BUDDHA JONES - ACTIVISION: Bond Legends

MAYA: Particles lighting and texturing,

AFTER EFFECTS: Gun particles generated in Trapcode Form. Spiral particles in Particular using 3d data from Maya. Final compositing by Bruce Schluter at Buddha Jones.

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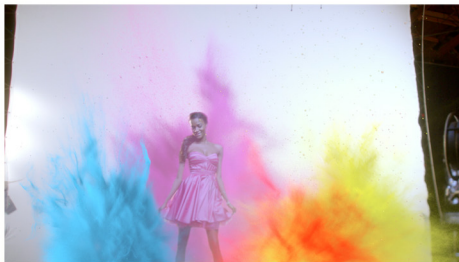
INTERLACE - THE DARKEST HOUR Promo

3DS MAX: particles simulated in Particle Flow, rendered in Krakatoa.



BLIND - RUSSEL ATHLETIC: Bottom of the 9th

AFTER EFFECTS: Particles generated by Particular, Particle Illusion and Form. Compositing



PROLOGUE - MOVICEL: Runway

3DS MAX: Particles generated in Particle Flow, Rendered in Krakatoa.



LIONSGATE: Pitch

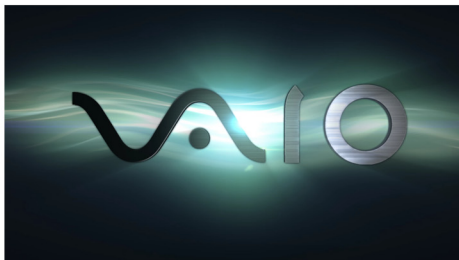
3DS MAX: Lit and textured using V-Ray. Explosion using FumeFX



INTERLACE: Day the Earth Stood Still Previz

MAYA: Simulation generated using nCloth. Lit and textured in Mental Ray. Look generated by Robert Vaindiner

AFTER EFFECTS: Compositing



SONY COMPUTING - VAIO EndTags

AFTER EFFECTS: Streaks generated with Trapcode Form. Composited with 2D elements

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INTERLACE - SKY DTESS Promo

MAYA: Particles

AFTER EFFECTS: Destruction of logo. Compositing.



KPMG - Sky's the Limit

MAYA: Modeling, lighting, texturing.

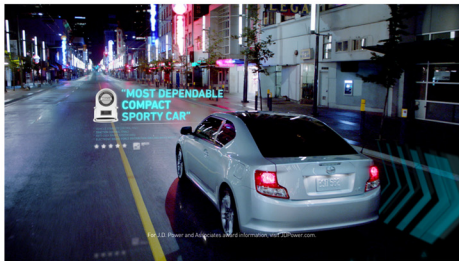
3DS MAX: Particles generated in P-Flow, rendered in Krakatoa



BLIND: KYOCERA - Winds of Change

MAYA: Butterflies generated with particles.

AFTER EFFECTS: Compositing



STARDUST - SCION: Tc

AFTER EFFECTS: Compositing and graphics