

## DEMO Reel Breakdown

1. **Wall Blast:** (April 2010) Thesis project; I worked on the wall blasting portion. The beginning part was done by a friend with whom I collaborated with. The rigid body simulation was done using shatter and particle instancing scripts in maya. I wrote expressions to control the dynamics of the debris.
2. **Particle Ink:** (April 2010) Thesis project; These are particles emitted from a texture and then pushed up by a 3d Fluid simulation in Maya.
3. **Donut:** (October 2009) Individual project; I used vopsops and chops in houdini to create this bouncy effect on the donut shape.
4. **Fluid Fire:** (December 2009) Individual project; fluid simulation was done using maya 3d fluids.
5. **VTOL:** (January 2010) Thesis project; Modeled, and lit aircraft in Maya; Textures, shaders, final render with Renderman; I created the matte painting and composited in Nuke. The cg plants are paint effects in Maya.
6. **Bee Swarm:** (March (2008) Individual project; Bee model, procedural texture, lighting, and particle instancing done in Houdini; Composited in After Effects.
7. **Missile Launch:** (April 2008) Individual project; Model and Procedural smoke trail created in Houdini; Post-camera shake and final compositing done in Shake.
8. **House:** (May 2009) Individual project; Modeled in Maya; I cracked the walls manually and create instanced particles for the debris. Some parts are rbd. Composited in Nuke.
9. **Water Fountain:** (May 2008) Individual project; Particle Fluid simulation created in Houdini; Composited in After Effects.
10. **Fluid Smoke:** (December 2009) Individual project; fluid simulation was done using maya 3d fluids.
11. **3D Text:** (April 2010) Thesis project; Created in Maya - I shattered 3d text, and wrote a python script to create the animation.
12. **Aging Fruit:** (September 2009) Individual project; Procedural shading and displacement using Renderman.
13. **UFO Project:** (December 2008) Individual project; I filmed the shot and matchmoved it using PFTrack; I created the 3D models, matchlit, textured, and animated everything in Maya; Painting, color corrections, and final composite done using Shake.
14. **Genie:** (April 2008) Individual project; Motion graphics piece showcasing use of pic function and copy stamping in Houdini.