

Jeremy Smith

FX Artist

Shot Breakdown



Inception

Foreground debris, prop replacements and background debris were created with particle instancing and RBD sims. Shattering of meshes using in house tools.



Inception

Simulation of book props using RBD and soft bodies. Particle simulation and instancing for smaller debris



Inception

RBD and particle simulation for everything except breaking wall. Simulated using in house tools and Maya particles



Inception

Particle and RBD simulations for foreground elements. Fluid simulation and particle instancing using in house tools for background wave/vortex element. RBD simulations for ground based background elements



Inception

Fluid, particle and RBD simulation for wave element and mid-ground debris.



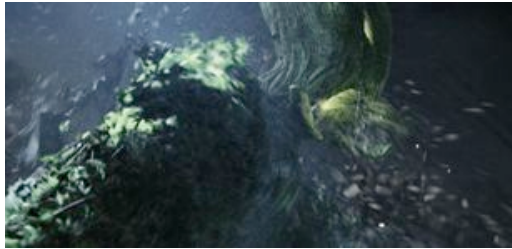
2012

Foreground and background cracking terrain. Procedural shattering of meshes, RBD simulation, particle simulation and geometry processing in Maya and Houdini.



2012

Cracking terrain.
Shattering of meshes and RBD simulation using maya and in house tools. Particle simulation and rendering.



Hellboy II: The Golden Army

Entirely CG shot.
Small debris simulated in maya.
Texturing and look dev of background elements.
Rendering of background elements.



James Bond: Quantum of Solace

Smoke trail simulated using a combination of maya fluids and proprietary fluid dynamics tool.
Lighting and rendering of smoke passes.



Hellboy II: The Golden Army

Simulation of particles driving the motion of the 'tooth fairies'.
Development of tools to control behavior.
Lighting and rendering of tooth fairies.



2012

Particle and RBD simulation of foreground elements in Maya and Houdini.



10,000 BC

Simulation, lighting and rendering of foliage.
Creation of scripts to tie in-house tools together with maya artisan tools to allow paintable generation of dynamic foliage.



2012

Cracking terrain.

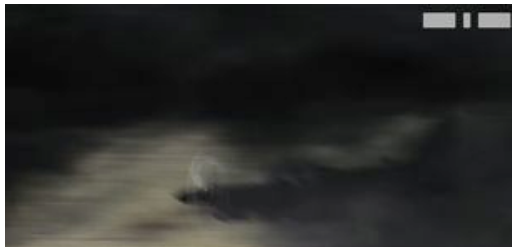
RBD simulation and extra debris particles.



James Bond: Quantum of Solace

Simulation of smoke trail.

Lighting and rendering of smoke passes.



James Bond: Quantum of Solace

Simulation of smoke trail using in house fluid dynamics tool.

Lighting and rendering of smoke passes.



Hellboy II: The Golden Army

Particle simulation driving movement and behavior of creatures.

Lighting and rendering of creatures.

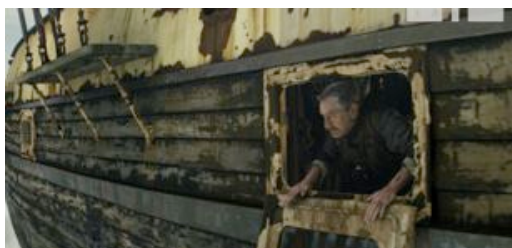


Hellboy II: The Golden Army

Texturing, look development and set dressing of environments.

Most of the buildings in this shot required cg top ups, or are entirely digital.

Lighting and rendering of environment.



Stardust

Modeling of the pirate ship.