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Technical/Effects Animator
FX Reel 2010 Breakdown

1. **Opening Title** – Modeled, animated, and composited this shot in After Effects. First picture of splash created using a splash-rig in Maya, which was also used in several shots throughout *Atlas' Revenge*. Second picture created using Maya nCloth simulation.
2. **Robofish Crash** – Created a simple dust-rig attached to the geometry of the robofish using Maya dynamics system.
3. **Cryogenics**– Rendered and composited this shot using 3DS Max and After Effects. Cold vapor created using FumeFX.
4. **Water Gun** – Rendered and composited this shot. Water simulation done with RealFlow. Bubble particles and rendering done in Maya.
5. **Wormhole** – Modeled, lit, rendered, and composited this shot. Wormhole created in Maya using simple nurbs and a camera animated along a curve. Planet created in After Effects and composited together with UFO created in Maya.
6. **TARDIS** – Modeled, lit, and rendered two separate shots (an outside shot and an inside shot) in Maya and composited together using After Effects.
7. **Broken Klein** – Modeled, lit, and rendered in Maya. Water is done using RealFlow simulation. Shattering Klein bottle done with Maya's Boolean operation.
8. **Hologram** – Modeled, lit, animated, and rendered two separate shots (hologram camera and character animation) in Maya. Character animation and hologram lighting composited together using After Effects.