

● **Alien vs. Predator** (Paul W.S. Anderson, 2004)

The Moving Picture Company



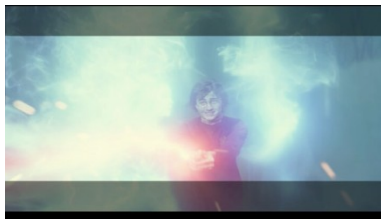
Dynamics

Shading

- Nuke bomb, dust and cloud elements (Maya, Renderman).

Harry Potter and the Goblet of Fire (Mike Newell, 2005)

The Moving Picture Company



R&D

Dynamics

Shading

- Nuke bomb, dust and cloud elements (Maya, Renderman).
- Smoke - 30 million point particles (Maya, Renderman with MPC's Giggle).
- Look development and complete pipeline set-up.

I developed a remote particle caching tool and a rendertime particle spawn tool (using MPC's proprietary tool Giggle).

The Golden Compass (Chris Weitz, 2007)

Cinesite London



R&D

Dynamics

Shading

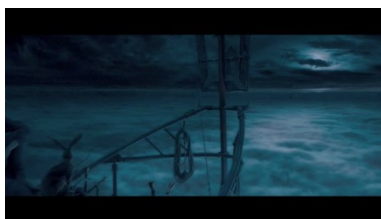
- Paddle wheels water (Houdini, Renderman with Cinesite's Fxbox tool).

I developed the Fxbox toolset in C++ with a Python interface. It generates geometry at rendertime in Renderman, converts various particle file formats (Maya, Houdini, Realflow, etc.), generates Pixar Alfred jobs, etc.

Fxbox is the core of Cinesite's FX pipeline.

The Golden Compass (Chris Weitz, 2007)

Cinesite London



R&D

Dynamics

Shading

- Clouds (Houdini, Mantra).

The sprite-based cloud system was re-used at Cinesite for many shots in *Fred Claus* (David Dobkin, 2007) and *The Day the Earth Stood Still* (Scott Derrickson, 2008).

X-Men: The Last Stand (Brett Ratner, 2006)

Cinesite London



R&D

Dynamics

Shading

- Liquid metal (Realflow, Maya, Renderman).

I wrote a Realflow to Renderman tool to render the geometry.

Kingdom of Heaven (Ridley Scott, 2005)

The Moving Picture Company



R&D

Dynamics

Shading

- Dust for 700 cg horses (Maya, Renderman with MPC's Giggle).

I wrote a particle split tool to separate the particles into different groups of horses.

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Dynamics

Shading

- Underwater bubbles (Maya, Renderman).

R&D Test

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R&D

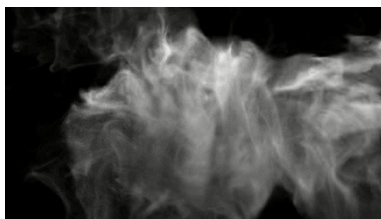
Dynamics

Shading

- 2 million points remotely exported from Maya as RIB and rendered in Renderman.

Harry Potter and the Goblet of Fire (Mike Newell, 2005)

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R&D

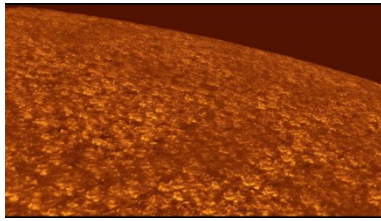
Dynamics

Shading

- Smoke test (see previous *Harry Potter and the Goblet of Fire* breakdown).

Sunshine (Danny Boyle, 2007)

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R&D

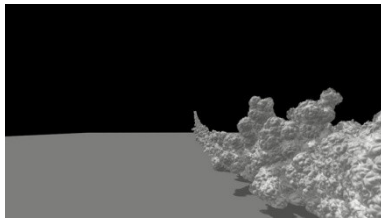
Dynamics

Shading

- Sun surface test (Maya Fluid animation repeated over the sun surface using MPC's Giggie and rendered as blobbies in Renderman).

New Captain Scarlet (Gerry Anderson, 2003)

Scarlet Digital Imaging



R&D

Dynamics

Shading

- Shuttle take-off early test (Maya, Renderman).

Personal work (2003)

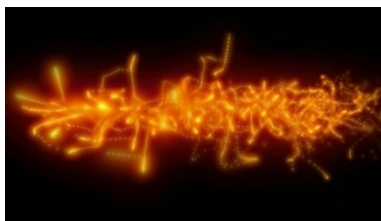


Dynamics

Shading

- Tree (Maya Paint Effect).
- Clouds (Maya Fluid rendered in Mental Ray).

Personal work (2003)



Dynamics

Shading

- Maya particle test (Renderman).