

Chris Bore - Snr FXTD - Showreel 2014 shot list

- **Shot 1 - Man of Steel - Double Negative**
 - Gravity Beam look dev for sequence and trailer shot delivery (Same assets used for final).
 - Software -
 - Gravity Beam Particles - Squirt flip fluids, clean up and attribute creation in Houdini, Rendered in Renderman as points.
 - Volumetrics - houdini smoke solver, rendered in DNB.
- **Shot 2 and 3 - Snow white and the huntsman - Double Negative**
 - Moth system.
 - Two systems, one basic curve flow setup, second moth swarm setup.
 - Moth swarm created in Maya using nparticles with custom attributes to determine whether or not would attack the subject.
 - System passes to another FX artist for delivery.
- **Shot 4 - Snow White and the Huntsman - Dark Fairy Sequence - Double Negative**
 - All FX elements.
 - Custom Bullet Rigid body setup for Dark fairy shard column
 - Dark Fairy body Shard simulations
 - Secondary 'grinding particles' - Made a more optimised version of the show version as it was too slow, my setup played back in real time and was used in other artists shots because of this (Houdini / Renderman).
 - Ground and Fairy dust setup, this was used show wide by most of the the FX artists - Emission Geometry in Houdini, Fluid summed in Squirt and rendered with DNB.
 - Stone Column Destruction - Bullet rigid body setup (Houdini), Modelling of fragments and broken vines, extra debris particles (Houdini) and dust (Squirt DNB).
- **Shot 5 - John Carter of Mars - SandStorm - Double Negative**
 - Picked up shot semi-complete. Had to take the shot through to final and make sure all FX were suitable for 3d.
 - Particles - Maya / Renderman
 - Fluids - Emission Geometry - Houdini , Sim - Squirt, Render - DNB.
- **Shot 6 - Snow White and the huntsman - Double Negative**
 - Helping out other artists with shot delivery after finishing my own shots.
 - Used my fast secondary particle setup to get this and two other shots finished in a few hours
 - Particles simulated in houdini and rendered in Renderman.
- **Shot 7 and 8 — Snow white and the Huntsman - Double Negative**
 - Director wasn't happy with the look of this shot, so myself and another artist who had finished their shots teamed up to knock out around 50 versions of the two shots, various versions were blended to get the desired results.
 - Rigid bodies simulated in Houdini.
- **Shot 9 - Trident - Smoke & Mirrors**
 - Look dev for impact explosions smoke trails and fracturing
 - Delivery of shot elements for - fluid explosion , fractured rigid bodies (not lit by me) , trails , various secondary particle passes
 - Particles simmed in XSI Ice, rigid body fracturing with Rayfire.

- **Shot 10 - John Carter - Double Negative**
 - Delivered Dust , Sand kick up and ground deformation for around 20 shots.
 - Dust emission geometry was a custom setup in houdini, simulated in Squirt and rendered with DNB.
 - Sand kick up simulated in houdini, rendered with Renderman.
 - Ground Deformation used a show setup in houdini, rendered by a lighter in Renderman.
- **Shot 11 and 12 - UAE Army - Smoke & Mirrors**
 - Responsible for all look dev and shot delivery
 - Maya Fluids / Mental Ray.
- **Shot 13 - Panasonic 3d Olympics - Crystal CG - Remote Job**
 - Helped out getting this shot finished, responsible for all water / fluid / bubble setups and simulations.
 - Emission geometry in houdini, simulated in Naiad, rendered by another artist in Vray.
- **Shot 14 - ITV X Factor - Smoke & Mirrors**
 - Responsible for 'platonic' particle effects
 - Simulated and rendered in XSI Ice
- **Shot 15 - BBC 3 Ident - Smoke & Mirrors**
 - 3d Lead
 - Created setups in XSI for other artists.
 - Responsible for multiple shots
 - Particle Simulated and rendered in XSI Ice.
- **Shot 16 - Coca Cola - Smoke & Mirrors**
 - 3d Lead
 - Responsible for all Realfow simulations across the 30second commercial
 - Wrote a sim retiming system so we could do bullet time effects post sim.
 - Simulated in Realfow, post sim effects in XSI.
- **Shot 17 - Sony 3d - Smoke & Mirrors**
 - Setup Maya fluids for other artists to use
 - Completed multiple shots
 - Simulated maya fluids, rendered mental ray.
- **Shot 18 - Sony 3d - Smoke & Mirrors**
 - 3d Drum replacement
 - Drum water droplets
 - Airborn droplets
 - Simulated in maya, Rendered in Mental Ray.
- **Shot 19 - Discovery Channel - Smoke & Mirrors**
 - Multiple setups for various words, rendered as bill boards for 2d team to utilise
 - Simulated in XSI Ice.
- **Shot 20 - Marco Pierre White - Smoke & Mirrors**
 - Realfow dough from mixer
 - Electric arcs on mixer
 - Fluids simulated in Realfow, arcs in maya.

- **Shot 21 - Skoda - Smoke & Mirrors**
 - Dust Setup and Render.
 - Simulated with Maya Fluids.
- **Tech Demo**
 - Custom bullet rigid body solver for houdini 13.
 - Works similar to Dneg's band solver
 - Very Quick compared to Houdinis Dops bullet solver - 30000 Rbds + 300000 constraints sims 240 frames in 13 minutes
 - Feedback loop so custom forces can be applied and runtime
 - impact points are generated and placed into a separate particle system for generation of debris and dust
 - RBDs can be kinematic and turned dynamic via point attributes
 - Constraints make use of bullet motors so that plastic deformation ins possible.