

## **VFX Demo Reel Breakdown - May 2013**

### **Running Lion** - Houdini, Katana

Created particle simulations of grass and dirt for the lions feet contacting the ground.

### **Leaves on Yellow Brick Road** - Houdini, Katana

Created particle simulation for placement and interaction with leaves on Yellow Brick Road.  
Created dust simulations for hoof and wheel interactions with the road surface.

### **First Person Fall Down Waterfall** - Houdini, Katana

Created simulations for secondary splash, spray, and mist elements during the fall. Includes splashes interacting with rocks.

### **Balloon Landing** - Houdini, Katana

Created elements for background waterfall, including spray, splash, mist, and droplet elements that interact with the balloon as it falls.

### **Green Lantern** - Houdini, Katana

Created particle simulations for several “constructs” disintegrating in several shot.

### **Hal in Space** - Houdini, Katana

Created particle simulations for harness disintegrating. Created simulation of debris flying off the jets.