

# Breakdown

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## Explosion

- Fx look dev, handing off setup to other artist and shot works
- During dev, pitched several ideas
- Mixed on 1s & 2s to make it violent and keep stopmotion impression

## Ground Interaction with Explosion

- Fx look dev, handing off setup to other artists and shot works
- Hole on ground, flying pieces, broken ground, smoke trail, curly smoke dust and normal smoke dust

## Highway Destruction (One-off & Using someone's setup)

- For a shot on top image, set up entire destruction by myself
- For other highway destruction, used setup created by another artist



## Crowd Minifigs

- Fx look dev of crowd solver based rig, hand off to other artist and shot works
- On the street, on the building and on broken Statue of Liberty

## Crowd Vehicles & Bikes

- Fx look dev of particle based rig, building original "avoidance" solver, hand off to other artists and shot works
- For bikes, another artist built another "avoidance" solver



## Volcano Smoke

- Fx look dev and running a whole sequence

## Volcano Ember

- Customizing setup used in another sequence and running a whole sequence



## Smoke Stack & Ambient smoke

- Customizing setup for generic smoke and layout those in entire sequence

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## Head Explosion (One-off)

- Fx look dev and shot work
- Jagged skin, brain and metal skull shape, and jiggling animation for the skin with cloth simulation
- Head and skull bits flying off to screen right

## Blood

- Dripping from claws

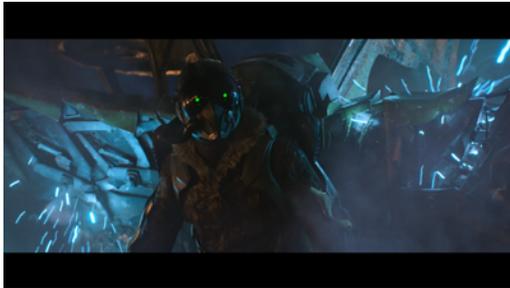


## Wound healing

- Fx look dev and shot works
- Procedural set-up with sop-solving

## Blood

- One-off setup
- Dripping on a face



## Dust

- Residual dust around a character
- Rotor wash

## Sparks

- From wings

## Sand

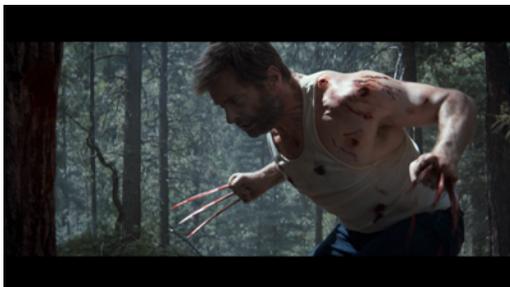
- One-off set-up with particleCombination of grain and normal pop solver)
- From the wings and front props pushed out by the wings



## Sand

- One-off set-up with particleCombination of grain and normal pop solver)
- From the broken wings

## Amber, Ash



## Wound healing

- Fx look dev and shot works
- Procedural set-up with sop-solving

## Blood

- Dripping from claws
- Sticking on the claws
- Coming out of dead body

# Breakdown

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## Spider Web

- One-off shot set-up.
- Wire simulation for the one sticking to a bottle



## Spider Web

- One-off shot set-up.
- Cutting animation with wire simulation



## Water / Spray / Foam

- Coming from the rear, upper rear and side of harvesters
- On the ground, which has interaction with people and aliens

## Ash

- Emitted from middle and far fire



## Water / Spray / Foam

- Running down on a harvester



## Water / Spray / Foam

- On the ground, which has interaction with people and aliens



## Water / Spray / Foam

- On the ground, which has interaction with aliens and plants

# Breakdown

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## **Water / Spray / Foam**

-On the ground, which has interaction with aliens or people and plants



## **Sand/Debris/Stones**

-Ones coming from the back of camera

-Residual debris and stones' distribution

## **Dust**

-Ones coming from the back of camera

-Residual smoke around pillars and an office far back



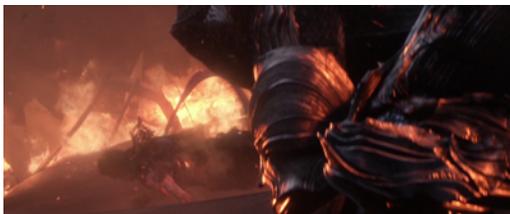
## **Smoke**

-Coming from concrete pieces



## **Smoke**

-Coming from concrete pieces



## **Smoke**

-Interacting with a character (not background fire)

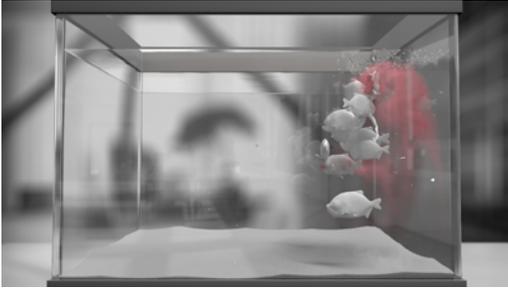


## **Smoke**

-Interacting with a character (not background fire)

# Breakdown

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Responsible for everything except background photo and modeling piranhas and frogs

## **Piranhas and frog**

- Particle Simulation to control the motion of the piranhas, the frog and its meat
- Wire simulation for a ripped-off leg and dead part of the frog's body

## **Water**

- Particle simulation for splash and non-sim ripple deformation

## **Blood**

- Smoke simulation for blood and sand



Responsible for everything

## **Oyster**

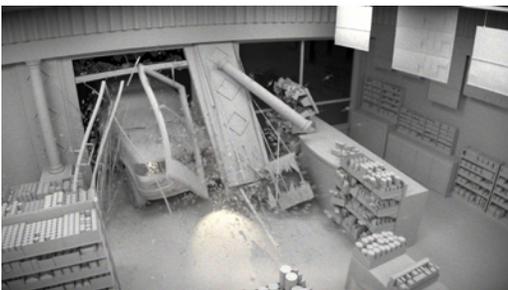
- Modeling (procedural) oyster, a dish and water
- Procedural shading
- Lighting, rendering to match reference
- RBD simulation for falling animation of the oysters



Responsible for everything

## **Japanese (Chinese) Lantern**

- Procedural stems and flower geometry generation system
- Procedural shaders
- Wire simulation for swaying
- RBD simulation for a falling flower



Responsible for everything except modeling a car and some goods

## **Equipment/Doors**

- Procedural shelf and goods generation system and constraints system
- Multiple RBD sim for equipment and interior objects
- Combination of rigging and RBD for the doors

## **Signs/Exit sign**

- Multiple cloth simulation

## **Car**

- Key-frame animation and deformation with cloth simulation

## **Dust**

- Smoke simulation