

Shot #1 - Plane Landing (Bond24/Spectre)

Snow Impacts/Spray/Interaction completed with Maya and Flowline (Proprietary volume/fluid solver). Also developed the snow impact/interaction rig for team use on this sequence.

Shot #2 - Plane Sliding (Bond24/Spectre)

Snow Interaction completed with Maya particles and Flowline (Proprietary volume/fluid solver).

Shot #3 - Plane Smoking (Bond24/Spectre)

Smoke completed using Maya and Flowline Volumes (Proprietary volume/fluid solver)

Shot #4 - Plane Ski Jump (Bond24/Spectre)

Snow Interaction completed with Maya particles and Flowline (Proprietary volume/fluid solver).

Shot #5 - Plane Plows Downhill 01 (Bond24/Spectre)

Snow Interaction completed with Maya particles and Flowline (Proprietary volume/fluid solver).

Shot #6 - Plane Plows Downhill 02 (Bond24/Spectre)

Snow Interaction completed with Maya particles and Flowline (Proprietary volume/fluid solver).

Shot #7 - Plane Plows Downhill 03 (Bond24/Spectre)

Snow Interaction completed with Maya particles and Flowline (Proprietary volume/fluid solver).
Smoke completed using Maya and Flowline (Proprietary volume/fluid solver)

Sequence #8 - Plane Hits SUV (Bond24/Spectre)

Smoke completed using Maya and Flowline (Proprietary volume/fluid solver)

Shot #9 - Windsheild Crash (Bond24/Spectre)

Windshield effect completed using Rigid Bodies (Bullet solver) and Maya Particle Instances

Sequence #10 - Plane Lands on Water (Sully - Miracle on the Hudson)

Water surface, interaction, splash elements and whitewater elements created using Flowline and Maya

Sequence #11 - Plane Hits Buildings (Sully - Miracle on the Hudson)

Explosion elements created using Flowline Volumes and Maya

Shot #12 - Tank Spill (Amazing Spiderman 2)

Water on floor / spill /interaction elements created using Flowline and Maya

Shot #13 - Poison Gas Canisters (Amazing Spiderman 2)

Volumes created using Flowline Volumes and Maya

Shot #14 - Alien Ink Underwater (Edge of Tomorrow)

Ink and interaction elements created using Maya Fluid effects and Maya Particles. Developed the rig for show use

Shot #15 - Underwater Shockwave (Edge of Tomorrow)

Volume elements created with Flowline and Maya particles

Sequence #16 - Earth Moving Weather (A Wrinkle in Time)

Blowing mist volume elements created with Houdini / Mantra

Sequence #17 - Helicopter Crash (Man of Steel)

Smoke volume elements created with Maya and Flowline (Proprietary volume/fluid solver).

Shot #18 - Alien Ship Landing (Man of Steel)

Dust volumes created with Maya and Flowline (Proprietary volume/fluid solver).