James Burke
FX Reel Shotlist

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Shot #01 - Plane Lands on Water (Sully - Miracle on the Hudson)
Water surface, interaction, splash elements and whitewater elements creasted using Flowline and Maya

Shot #02 - Plane Lands on Water (Sully - Miracle on the Hudson)
Water surface, interaction, splash elements and whitewater elements creasted using Flowline and Maya

Shot #03 - Plane Hits Buildings (Sully - Miracle on the Hudson)
Explosion elements created using Flowline Volumes and Maya

Shot #04 - Plane Hits Buildings (Sully - Miracle on the Hudson)
Explosion elements created using Flowline Volumes and Maya

Sequence #05 - 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 #06 - Underwater Explosion / Shockwave (Edge of Tomorrow)
Shockwave dust, bubbles and silt using Flowline Volumes, Maya Partcles, and Renderman.

Shot #07 - Osprey Helo Crash (The Darkest Minds)
Debris completed using Bullet Solver RBDs, rendered in Katana

Sequence #08 - Flying Canisters (Disney's Monsters at Work)
Volumetric trails created using Houdini Pyro and rendered in Mantra

Sequence #09 - Collapsing Pallets of Canisters (Disney's Monsters at Work)
Pallet stacks collapse created with Houdini Bullet RBDs, Volumetric trails created using Pyro, rendered in Mantra

Sequence #10 - Sneeze slime (Disney's Monsters at Work)
Slime created using Houdini flip, acid smoke using Pyro, geometry eaten away created using VDB/SOPs

Shot #11 - Slime Trail (Disney's Monsters at Work)
Slime trail created using Houdini SOP tools.

Shot #12 - Bucket Splash   (Disney's Monsters at Work)
Water splashe created using Houdini Flip, rendered in Mantra

Sequence #13 - Splashing / Slime Trail (Disney's Monsters at Work)
Flying/sticking Slime created using Houdini flip, floor slime elements using SOP tools

Shot #14 - Coffee Sludge   (Disney's Monsters at Work)
Sludge created using Houdini Flip, steam using Houdini Pyro, rendered in Mantra

Shot #15- Coffee Creamer Sugar   (Disney's Monsters at Work)
Creamer created using Houdini Flip, sugar created using Houdini Pops, rendered in Mantra

Sequence #16 - Torch Flame (Disney's Monsters at Work)
Torch Flame created using Houdini Pyro, rendered in Mantra

Shot #17 - Rain on Window (Disney's Monsters at Work)
Rain streaks and speckles created using Pop and SOPs, falling rain elements created using POPs

Shot #18 - Head on Fire (Disney's Monsters at Work)
Fire created using Houdini Pyro, rendered in Mantra

Sequence #19 - Plane Sliding (Bond24/Spectre)
Snow Interaction completed with Flowline Volumes and Maya particles, debris created using instanced geo
Burning Smoke completed using Maya and Flowline Volumes (Proprietary volume/fluid solver)

Shot #20 - Windsheild Crash (Bond24/Spectre)
Windshield effect completed using Rigid Bodies (Bullet solver) and Maya Particle Instances

Shot #21 - Poison Gas Canisters (Amazing Spiderman 2)
Volumes created using Flowline Volumes and Maya/Renderman

Shot #22 - Underwater Wave Crash/Currents (The Finest Hours)
Volumes created using Flowline Volumes and bubbles/silt using Maya particles / Renderman

Shot #23 - Spaceship Lands (Man of Steel)
Volumes created using Flowline Volumes and Maya particles / Renderman

Shot #24 - Plane Hits Building (Sully - Miracle on the Hudson)
Explosion elements created using Flowline Volumes and Maya