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Reel - Breakdown (all Houdini unless stated different)

Sherlock Holmes (2009)

VES Award 2010: Outstanding Supporting Visual Effects in a Feature Motion Picture

- 00:00:03:00 - 4 separate Houdini fluid smoke simulations
- 00:00:08:03 - additional details through wavelet-noise Up-Res

- 00:00:08:04 - background splinters & debris: particle system
- 00:00:12:23 - foreground: RBD system

- 00:00:12:24 - rotation dust on the capstan: particle - simulation &
- 00:00:16:12 rendering using in-house Volume Render Toolkit
- other dust: rendering

- 00:00:16:13 - contact dust chain : simulation & rendering
- 00:00:19:13 - other dust: rendering

Prince of Persia (2009) (Trailer)

- 00:00:19:14 - Setup trickle sand system: Paint Emission, Particle -
- 00:00:20:20 Simulation, SDF collisions
- Rendering: integration of in-house particle format as spatial - delayed load for Mantra to render the simulated sand

Despereaux (2007-2008)

General: shattering algorithm (Houdini HDK), Houdini FX pipeline integration for farm-submission & Asset-mgmt.(HOM - Python) resulting tools were used for all Framestore houdini related projects (Narnia 2, Wanted, Where the Wild things are, Australia)

- 00:00:20:21 - RBD simulation of shattering bottle, retiming
- 00:00:22:19
- 00:00:22:20 - 8 bottles: RBD simulation
- 00:00:25:10 - fluids: SPH fluid simulation

- 00:00:25:11 - tear forming: geometry, blending & morph
- 00:00:26:06

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- 00:00:26:03 - tear drop: distorted geometry
- 00:00:27:03
- 00:00:27:04 - tear drop: SPH fluid simulation
- 00:00:28:02

Frequency Morphogenesis (2007)

FMX Conference Trailer 2009

General: Houdini -> Maya -> Houdini pipeline, research & implementation of particle based fluid solver, and .obj seq reader for adaptive .obj import
~ 17 Shots

- 00:00:28:01 *Body Fluids:* exchange Maya -> Houdini
 - 00:00:38:19
 - velocity & acceleration analysis,
 - controllable setup for particle emission
 - particle simulation using forces and particle fluid solver
 - surfacing
 - exchange to maya using the maya obj. seq. reader node
- Background Fluids:* setup & animation

Body Jiggle Fluids: results of velocity & acceleration analysis stored into texture control goals on a soft-body

Transformation water-drop -> creatures:
- particle sim, surfacing

Making - Of:

- 00:00:41:20 - Maya animation playblast
- 00:00:44:15
- 00:00:44:16 -velocity & acceleration based setup to control emission-
- 00:00:47:03 areas & velocities
- 00:00:47:04 - particle simulation
- 00:00:49:23
- 00:00:49:24 - final shot
- 00:00:52:16

Bullet 4 Houdini (2009 - 2010)

Spare-Time Project: Bullet integration into Houdini Dops

- 00:00:52:17 - simulation tests with ~2200 bricks
- 00:00:59:22

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Lys (2009)

General: FX development vapor & essence setup
~ 20 Shots, R&D concerning therma-cam & thermakey
--> Spin-off project Thermakey

00:00:59:23 - flower extraction, thermakey
- 00:01:02:07 - vapor: particle setup used for ~ 20 shots, rendering

Making of:

00:01:02:08 - cut
- 00:01:09:13

00:01:09:14 - therma-cam material
- 00:01:10:15

00:01:10:16 - geometry extraction from material
- 00:01:17:22 - 2D - > 2.5D of the geometry
- vapor & essence: particle simulation
- slap-comp

00:01:17:22 - compositing lookdev (not yet final)
- 00:01:20:05

Motherland (2008-2009)

VES Nominee 2010: Outstanding Effects in a Student film

00:01:20:06 - camera-data-conversion Maya - realtime engine
- 00:01:30:00 „Cryengine 3“ (Python)

They will come to town (2008)

VES Award 2010: Outstanding Effects in a Student film

00:01:30:01 - maya tools to aid the process of modeling &
- 00:01:36:02 projection-mapping (Mel)

Kuhfo (2006)

Siggraph 2006: Animation Theatre

00:01:36:03 - maya -> NVidia Gelato pipeline
- 00:01:48:19 - shading & rendering in Gelato