

Ceyhan Kapusuz

2015 Technical Break Down Timeline

VideoLink: <https://vimeo.com/156312997>

0':03"	RigidBody Dynamics	(Houdini Rigid Solvers)
0':28"	SoftBody Dynamics	(Maya N dynamics)
0':54"	Fluid Dynamics	(Houdini Pyro, OceanFx, Fume Fx)
1':39"	Dynamic Rigging	(Creature Rigging (Maya, Houdini)
1':54"	Crowd Dynamics	(Houdini, Massive, Maya )
2':08"	Mechanical Design & Animation	(Maya ,Houdini)
2':36"	Toon & Creature Rigging	2':36" (auto Wing Rigging Tool) 3':44" (auto Character Rigging Tool) 4':25" (facial Rigging Tool) 5':05" (Houdini feather Scattering Tool)