

Ceyhan Kapusuz

2018 Fx reel TimeLine

Video Link <https://vimeo.com/281177490>

00.01	DNEG	PasificRim	<b>Snow interaction / R&amp;D</b> Created setup for footsteps on snow, +Ground deformation with accumulation according to direction, +Primary ballistic particles pass according to horizontal and vertical speed, +Secondary particles and fluid sim from first particle pass
00.04 00.09 00.11 00.33 00.36	DNEG	PasificRim	<b>Water sim/</b> all elements (00.04 & 00.09) Partial (00.11&00.33&00.36)  Water sim is sourced according to> +velocity +velocity/normal comparison +high curvature areas +each components lowest area +has source decay  Wet maps are generated according to> +direction transferred to uv space +particle sim is created in uv space, and transferred back +wet maps can be sourced from fluid interaction
00.13 00.25	DNEG	PasificRim	<b>Destruction Fx / all elements</b> +when two rbd object gets closer, has procedural deformation according to their speed and material +each collision creates secondary particle and smoke fx +ground smoke elements
00.15	DNEG	PasificRim	<b>FLUID Sim / all elements</b>
00.17	DNEG	PasificRim	<b>FLUID Sim / partial</b> trail smokes
00.19	DNEG	PasificRim	<b>FLUID Sim / all Elements</b> +Rocket trail smoke +Procedural muzzle fx
00.21	DNEG	PasificRim	<b>Particle Fx / partial</b> +water droplets from obsidian
00.27	DNEG	PasificRim	<b>Destruction Fx / partial</b> +ground destruction when robot falls +primary rbd sim for ground destruction +secondary debris and grit sim from destruction +fluid pass sourced from secondary pass

00.30	DNEG	PacificRim	<b>Destruction Fx</b> / partial +secondary debris elements
00.38	DNEG	Avangers	<b>Fluid Sim</b> / all elements +procedural rocket trails
00.40 00.42 00.44	DNEG	Avangers	<b>Destruction Fx</b> / all elements +ground destruction when character falls +primary rbd sim for ground destruction and debris +secondary debris and grit sim from destruction +fluid pass sourced from secondary pass
00.45	DNEG	Avangers	<b>Particle Fx</b> /all elements +Falling leaves
00.46 00.50 00.53 00.55	DNEG	Wonder Woman	<b>Atmospheric fx</b> /partial +bg dust elements +created otl for presimmed cache control with>, ramp clamping, resolution , additional noise, speed control
00.57	TRIXTER	Guardians of Galaxy	<b>RBD sim</b> / partial +Secondary debris Elements
00.58 00.59 01.00	TRIXTER	Guardians of Galaxy	<b>Particle Fx</b> / all elements +Snow particle fx
01.01	DNEG	Black Panther	<b>Particle Fx</b> / fx anim +Applied setup for particle generation according to impact