

- SEGMENT 1** **Jurassic World: Fallen Kingdom** (Image Engine)
- Duties included creating rigid body setup in Houdini for lava impact and explosions. Setup included multiple rigid body systems interacting, volumes, and particles. Setup needed to be easily changed in-shot and had to match the look of other companies already approved look and motion.
- SEGMENT 2** **Star Wars - Episode VIII: The Last Jedi** (Industrial Light & Magic)
- Duties included using Houdini and proprietary tools to create Fire and Smoke for both sequence reusable elements and also shot specific elements. Also duplicating/recreating a Shield Impact and Flak explosion setup utilized in a previous show.
- SEGMENT 3** **Thor - Ragnarok** (Image Engine)
- Duties included adding smoke and particle impact hits during fight scenes. Also used proprietary tools to create RBD Hammer and ground debris elements to interact with surrounding environment.
- SEGMENT 4** **Star Trek - Beyond** (DNEG)
- Duties included Houdini lookdev and implementation of Hologram effect utilized throughout the entire film. Effect had to look/feel similar on both characters, small objects, and a giant starship.
- SEGMENT 5** **The Huntsman - Winter's War** (DNEG)
- Duties included using Houdini to create falling RBD shingles, volumetrics, and particles effects to enhance the character falling down a steep roof.
- SEGMENT 6** **Lost In Space** (Image Engine)
- Duties included adding smoke and particle impact hits during fight scenes. While also adding sparks, steam, and dripping molten hot blood blood.
- SEGMENT 7** **Logan** (Image Engine)
- Duties included lookdev on Blood spray and splatter setup to be used throughout whole movie by many different artists. Also adding smoke and particle impact hits during fight scenes and car crashes.