

Shot Breakdown

Xavier LESTOURNEAUD – VFX Reel 2007

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Personal Project:

- Particle Simulation: Maya particles moving around a hidden goal object, which is deformed and translated around by a lattice.



Project: Dinosaurs Alive! 3D – IMAX 3D Stereoscopic

- Maya Rigid Bodies Simulation: Ground interaction for all the dinosaurs pebbles and forest litter.



Project: KAW – Film

- Maya Particles Simulation: Instanced animated geometry on particles translating on curve paths.



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Project: Decoys 2 - Film

- Maya Particle Simulation: Particles emitted from the ground when character collapses.
- Compositing in Combustion.



Project: Dinosaurs Alive! 3D – IMAX 3D Stereoscopic

- Maya Rigid Bodies Simulation: Ground interaction for all the dinosaurs with pebbles.



Project: Dinosaurs Alive! 3D – IMAX 3D Stereoscopic

- Maya Rigid Bodies Simulation: Ground interaction for three of the the dinosaurs with the pebbles.



Project: Dinosaurs Alive! 3D – IMAX 3D Stereoscopic

- Modeling: Modeled the broken pieces of land of the mountain.
- Key Animation: Animated the broken pieces of land of the mountain.
- Maya Particles Simulations: Emitted particles from the bottom of the hole in the mountain.



Personal Project:

- Camera Projection: Used the projection utility node in Maya to discover camera projection.
- Water: Used the Ocean shader in Maya to create the water.



- Project: Spasman – Lopeprod.com – DV independent movie.
- Maya Rigid Bodies Simulation: The falling pieces from the wall were rigid bodies.
 - Maya Particle Simulation: Sprites.
 - Matte Painting: Painted the hole in the wall behind the character based on photographs.



- Project: Spasman – Lopeprod.com – DV independent movie.
- Maya Rigid Bodies Simulation: Some chunks from the wall were rigid bodies.
 - Maya Particle Simulation: Sprites were used for the ambient dust, and for the dust from the crack. Instanced geometry on particles were used also to simulate debris.



- Project: Dinosaurs Alive! 3D – IMAX 3D Stereoscopic
- Maya Particles Simulation: Particle spheres rendered in Renderman for Maya moved around with animated fields.



- Project: KAW – Film
- Maya Particles Simulation: Instanced animated geometry on particles translating on curve paths.



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