

VFX Demoreel 2011 Breakdown

- 1) Intro Fluids, Particles, Compositing – 3ds max, FumeFX PF -Fusion
- 2) Merlin 4 Mausoleum Fracture, Dynamics, Fluids –Maya, Fracture -3ds max, FumeFX,
- 3) Motorola Commercia Particles, Fluids & workflow's scripts - 3ds max, FumeFX, PF
- 4) Merlin 4 Mausoleum Fracture, Dynamics, Fluids –Maya, Fracture -3ds max, FumeFX
- 5) Waterfall Particles simulation, -Realflow -3ds max, renderings with Krakatoa & corrections, compositing with Fusion
- 6) Merlin 4 Ghost Fluids, 3ds max, FumeFX
- 7) ATYS Music video Everything -Boujou -3ds max, FumeFX, PF, Vray -Fusion
- 8) Flood Everything, 3ds max, PF, Vray – Realflow, Fusion
- 9) Windows Impact R&D Dynamics -3ds max, Thinking Particles
- 10) Columns R&D n°1 Dynamics -3ds max, Rayfire
- 11) Columns R&D n°2 Dynamics, Fluids, Compositing -3ds max, Rayfire, FumeFX -Fusion