



VFX Shot Clip1a/1b

Feature film: Final destination 4  
Fire and smoke fluid simulation for the car on fire.  
Tools: 3DMax, FumeFX



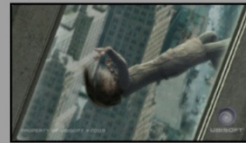
VFX Shot Clip7a/7b

Video game trailer: Farcry2  
Fire, smoke fluid simulation and dynamic animation for the buildings on the left side of the screen.  
Tools: XSI, 3DMax, FumeFX



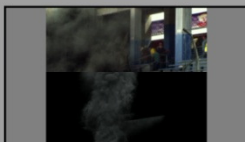
VFX Shot Clip2a/2b

Feature film: Final destination 4  
Fire and smoke fluid simulation for the car on fire.  
Tools: 3DMax, FumeFX



VFX Shot Clip8a/8b

In house project: Now  
Hair styling and simulation.  
Tools: XSI hair.



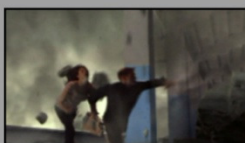
VFX Shot Clip3a/3b

Feature film: Final destination 4  
Smoke plume and ambient smoke fluid simulation.  
Tools: 3DMax, FumeFX



VFX Shot Clip9

Video game trailer: Star wars Lethal Alliance.  
Design and creation of the robot shield under strict guidelines from Lucasart.  
Tools: XSI, Combustion



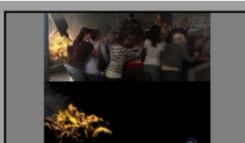
VFX Shot Clip4

Feature film: Final destination 4  
Smoke and dust fluid simulation for the ambient smoke and concrete collapse dust.  
Tools: 3DMax, FumeFX



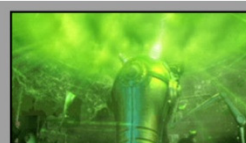
VFX Shot Clip10a/10b

Video game trailer: Endwar  
Missile smoke trail, smoke plumes and explosions.  
Tools: 3Dmax, Afterburn and Particle Flow



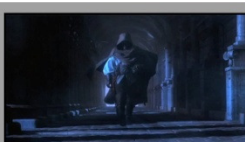
VFX Shot Clip5a/5b

Feature film: Final destination 4  
Fire and smoke fluid simulation for the car on fire and ambient smoke.  
Tools: 3DMax, FumeFX



VFX Shot Clip11

Feature film: P3K: Pinocchio 3000  
Pinocchio's birth. Design, co-creation and compositing of the green mist.  
Tools: Softimage XSI particles and Autodesk Combustion.



VFX Shot Clip6

Web series: Assassins' Creed Lineage  
Fog fluid simulation.  
Tools: XSI, 3DMax, Particle flow, FumeFX