

## Detailed breakdown of my showreel work

### July 2007 - December 2007: FX Artist – Mac Guff Ligne Dragon Hunters (Futurikon Films)

#### Waterfalls:

- I was hired to take over a procedural waterfalls MEL script generator and apply it to three main sequences for more than ten shots. This script generated waterfalls with particles.
- After some tests I pointed out that this method, beside some technical issues (camera movement, amount of particles needed) was not the best to achieve the waterfalls the director designed as references.
- I then proposed to use Maya fluids and designed some presets to be reused in various shots. The look was closer to the director's references.
- I needed to have a better control over fluid's movement to achieve some waterfall. I had the idea to drive the fluid thanks to particles. After some investigation on the net I found some useful maya script that I adapted to my needs. With this script I could transmit the particles' velocity to the fluid container and affect a density per particle to be emitted.
- Finally I adapted this MEL script to a Maya API command to have better performances.

#### Fires:

- My supervisor wanted to take advantage of this particle driven fluid technique to achieve some close up on a spitting fire dragon. I then adapted the command to also emit fuel and temperature.

#### Realfow:

- I did not know anything about Realfow at the time but our Realfow specialist needed a hand to deliver the shots in time. So I made the setup to explode the Mamular's tail.

### **Personal project: particle fluid emission**

After Dragon Hunters I decided to redesign from scratch the particle fluid emission technique I used on this movie.

This time I developed a fluid emitter based on the MPxFluidEmitterNode.h of the Maya API.

In this shot, particles were animated and simulated with Realfow 4.3, imported in Maya and then used to emit density, temperature and fuel with my plugin.

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