Jack Zaloga, 2023 Reel Breakdown
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- **LIDAR** visualization for iPad release keynote. All lookdev / shot work with exception of camera animation and final comp.
- **Mac Studio** thermal flow visualization. Procedural thermal path modeling with volumetric flow simulations.

SEE Season 2
- Set up the digital double workflow.
- Created a universal rig that autofit a variety of differently proportioned characters.
- Combined varied mocap/rig sources (online / studio legacy / newly recorded) to create locomotion & static loops with corresponding vellum simulations usable by all characters.
- Created procedural system for random hair/beard styles baked into geometry shells with corresponding displacement/texture maps and automatically cached to match different character animation loops and topology.
- Output as packed primitives for final rendering in VRAY through Maya.
- Particle snow effects.

Hercules
- FX lead for fire sequences. Created a variety of fire setups for multiple scales.
- Flip setup for fluid oil spillage, with a SOP solver for ground oil spread.

Hunger Games
- Cloth/SOP simulation and look dev through final render for dress disintegration.
- Geometry exported in local space for added flames (done separately by TZ)

Iron Man 3
- Look dev and rendering for dermal extrmis effects. Skin peel (SOP solver) / volumetric & particle effects for heated skin. (Guy Pierce fire mouth spew effect done separately by JV)

Beautiful Creatures
- Volumetric / particle effects for floor. Look dev / rendering for ghost tendril effects (SOP solver).

Game of War
- Wire/SOP simulation and look dev/rendering for breakable trees.
- Volumetric clouds. RBD / Pyro sim for dragon breath explosion of siege engine.

Troll
- Modeling, RBD / Volumetric effects with look dev and final render for wall destruction.

GE
- Metallic particle sim/render. RBD flying objects. Volumetric flow sim / render.

Wrath of the Titans
- Flip lava with SOP solver (SOP used for viscosity prior to addition in solver).
- Sparks and additional fire elements.

Category 6
- Distributed volume simulations for tornado exterior. (Interior was volume vop by SK)
- Simulated tornado skirt / ground contact volumes.
- Volume vop interior mini tornadoes with layered volume sims.
- Particle / debris effects.

John Carter of Mars
- Sim/animation and geo build for Thern sanctuary effects.

Divergent
- Landscape geometry shader dev / render. River bed and vegetation.

KIA Space Babies
- Volumetric water vapor on rocket launch. Reentry volumetric heat / spark effects. Exhaust.

HALO
- Look dev / final render on alien scan effects.
- Breaking RBD and chunk debris sims/render. Ship engine effects. (Trails / fiery bits by SK)