

Shot Breakdown (Sim Reel)



Hulkbuster Landing (Avengers 2):

Rigid setup and simulation for concrete bricks and medium & large size debris.



Hound fighting (Transformers 4):

Rigid sim setup, and simulation of robot parts, bullet casings, and medium and large debris chunks.



Optimus Prime slides across pavement (Transformers 4):

Road destruction, and flying debris setup and simulations.



Optimus Prime and Galvatron Fighting (Transformers 4):

Road, asphalt, and robot bits simulations.



Hound Firing guns (Transformers 4):

Ejected bullet casing setup and simulation. Also developed tool for bullet casing setup.



Galvatron and Optimus Prime fighting (Transformers 4):

Road and sword destruction simulations.



Truck dropping (Transformers 4):

Debris and truck falling simulation.



Spaceship firing (Transformers 4):

Bullet shell setup and simulation.



Hound firing gun (Transformers 4):

Bullet shell setup and simulation.



Ninja Turtles on roof (TMNT):

Cloth, flesh, and rigid simulations for turtles.



Raphael's Monolog (TMNT):

Cloth and flesh, simulations for Raphael.