

HELEN KHRUSTALYOVA

FILM REEL

Shot Breakdown

SHOT 1

Generated geometry out of beads of the animated graphic elements on console screen for liquid geo simulation.

Software - Houdini, Maya

SHOT 2

Generated dust pass for the debris.

Software - Maya

SHOT 3

Generated geometry out of beads of animated graphic elements on Kelex console screen for liquid geo simulation.

Software - Houdini, Maya

SHOT 4

Generated RT thruster smoke and flames passes for suits.

Software - Maya

SHOT 5

Generated geometry of the console screen and graphic elements on it out of beads for liquid geo simulation.

Software - Houdini, Maya

SHOTS 6-11

Simulated extremis effect smoke for Killian body.

Software - Houdini, Maya

SHOT 12

Generated geometry of the beacon on the console screen out of beads for liquid geo simulation.

Software - Houdini, Maya

SHOT 13

Generated RT thruster smoke and flames passes for suit.

Software - Maya

SHOTS 14-17

Simulated extremis effect smoke for Killian body.

Software - Houdini, Maya

SHOT 18

Generated geometry of the earth, space ship and other graphic elements on a console screen out of beads for liquid geo simulation.

Software - Houdini, Maya

SHOTS 19-20

Simulated extremis effect smoke for Killian/Pepper Potts body.

Software - Houdini, Maya

SHOT 21

Generated geometry of skull and rotating circles on the console screen out of beads for liquid geo simulation.

Software - Houdini, Maya

SHOT 22

Generated geometry out of beads of the animated Moon on the console screen for liquid geo simulation.

Software - Houdini, Maya

SHOTS 23-24

Generated dust pass for the falling wall debris.

Software - Maya

SHOT 25

Simulated extremis effect smoke for Killian body.

Software - Houdini, Maya

SHOT 26

Generated falling wall debris and dust pass for them.

Software - Maya

SHOTS 27-28

Simulated extremis effect smoke for Killian/Pepper Potts body.

Software - Houdini, Maya

SHOT 29

Generated RT thruster smoke and flames passes for suit.

Software - Maya

SHOT 30

Generated geometry out of beads of the animated graphic elements on the console screen for liquid geo simulation.

Software - Houdini, Maya

SHOTS 31-36

Simulated extremis effect smoke for Killian body.

Software - Houdini, Maya

SHOT 37

Generated geometry out of beads of the animated graphic elements on the console screen for liquid geo simulation.

Software - Houdini, Maya

SHOTS 38-41

Simulated extremis effect smoke for Killian body.

Software - Houdini, Maya

SHOTS 42

Generated dust pass for the falling wall debris.

Software - Maya