

# LUKAS LUNDBERG

## FX REEL WINTER 2011 BREAKDOWN

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### 1-7. Stargazer (2011)

About: Mentor shot at Side Effects Software, Los Angeles.

My involvement: All

Software: Houdini, Nuke

#### 1. Fluid & Rigid Bodies

FLIP sticky fluid with trails. Generates splat fluid surface area on impact. Rigid Bodies with constraints generates wiggle motion on impact. All lilies in scene wiggle from wind.

#### 2. Infection

Based on the fluid collision. Several color spread attributes to control the infection for bubbling, bend, eat, break, shaders, particles and smoke.

#### 3. Bubbling

A static noise for generation of the bubbling pattern, and an animated noise to drive the displacement from the pattern.

#### 4. Bend, Eat & Break

Cloth, wire and SOP solvers for breaking, eating and bending the petals and the stems.

#### 5. Procedural Shaders

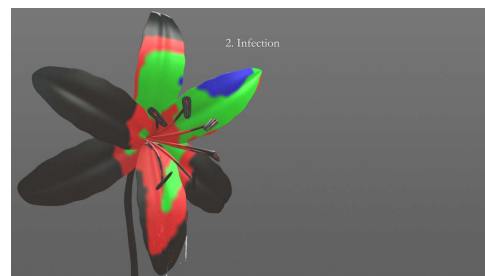
All shaders procedural, based on UV, geometry curvature and the infection spread. Changes of color, alpha, bump and specular from the infection spread.

#### 6. Particles

Attributes to control range of randomness for sizes and velocity.

#### 7. Smoke

Wispy smoke behaviour. Smoke also generates steam layer.



### 8. Splashes (2011)

About: Personal project. Fluid simulation with splashes in Naiad, rendered in Houdini and modelling in Maya.

My involvement: All

Software: Naiad, Houdini, Maya, Nuke

### 9. Fracturing (2011)

About: Personal project. Bullet solver fracturing and rendered in Houdini, modelling in Maya and Zbrush.

My involvement: All

Software: Houdini, Maya, Zbrush, Nuke

