



>> • VOLCANIC PLUME • HERO LAVA BOMBS (PYRO SIM) • ROCKSLIDE (PYRO / RBDs) • DUST/DEBRIS (PYRO AND RBDs) • <<

>> • SWORD AND METAL DISINTEGRATION (RBDs) • DEBRIS (RBDs AND PARTICLES) • <<

>> • CREATED PROCEDURAL SYSTEM TO GENERATE FOAM, BUBBLES AND SPRAY (FLIP, USED THOUGHOUT THE FILM) • <<

>> • BUBBLES (FLIP) • BLOOD (VOLUME) • DETRITUS (PARTICLE INSTANCING) • <<

>> • DESTRUCTION • DEBRIS • DUST • <<

>> • TRANSFORMATION EFFECT ON RIOT (FLIP SIM) • BRIDGING BETWEEN THE TWO CHARACTERS (PROCEDURAL EFFECTS) • <<

>> • PYROCLASTIC WALL (VOLUMES, INSTANCING) • DEBRIS (RBDs) • DESTRUCTION (RBDs) • <<

>> • LIGHTING, TEXTURING, SHADING AND RENDERING THE ELEMENTS FOR THE TRANSFORMATION EFFECT • <<

>> • CRYSTALS (INSTANCES) • FROST (PARTICLES) • DRY ICE (VOLUME) • SHADING, LIGHTING, RENDERING • <<

>> • BLOOD POOLS (FLIP) • WETMAPS (FLIP) • RIVULETS/BLOOD ON LEGS (PROCEDURAL EFFECT) • <<

>> • LIGHTING, TEXTURING, SHADING AND RENDERING THE ELEMENTS FOR THE TRANSFORMATION EFFECT • <<

>> • SIMULATION OF WOOD SPLINTERING AND BREAKING (RBDs) • <<



>> • VOLCANIC PLUME • HERO LAVA BOMBS (PYRO SIM) • ROCKSLIDE (PYRO / RBDs) • DUST/DEBRIS (PYRO AND RBDs) • <<

>> • VOLCANIC PLUME • ROCKSLIDE (PYRO / RBDs) • VOLCANO SMOKE, DUST AND DEBRIS (PYRO SIM AND RBDs) • <<

>> • VOLCANIC PLUME • ROCKSLIDE (PYRO / RBDs) • DISTANCE BASED VOLUME INSTANCING • EMBERS AND ASH • <<

>> • HERO LAVA BOMBS (PYRO SIM) • GROUND IMPACTS (RBDs / PYRO) • <<

>> • CHUNKY AND FINE SNOW SYSTEM (MODIFIED FLIP) • SHADING, LIGHTING, RENDERING • <<

>> • TIMELAPSE SNOW BUILDUP FOR GROUND, TUMBLEWEED, CAR WHEELS, ICE CREAM TRUCK AND SMALL BRANCHES • <<

>> • CRYSTALS (INSTANCES) • FROST (PARTICLES) • SHADING, LIGHTING, RENDERING • <<

>> • GROUND DESTRUCTION (RBDs) • SPARKS (PARTICLES) • GROUND DEFORMATION • <<

>> • DESTRUCTION • DEBRIS • <<

>> • PYROCLASTIC WALL (VOLUMES, INSTANCING) • <<

>> • ASH AND SMOKE (FLUID DRIVEN PARTICLES) • SHADING AND RENDERING • INTEGRATION • <<

>> • LIGHTING AND RENDERING • INTEGRATION • <<



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• FLIES BEHAVIOUR USED THROUGHOUT THE FILM •

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• FLUID SIM (VOLUME) • LIGHTING, SHADING AND RENDERING • INTEGRATION •

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• 3D TRACK • SAND INTERACTION (MAYA / MEL CUSTOM SCRIPTED) •

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• FLUID DRIVEN PARTICLE SIM • LIGHTING, SHADING AND RENDERING • INTEGRATION •

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• HERO LAVA BOMBS (PYRO SIM) • GROUND IMPACTS (RBDs / PYRO) •

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• PYROCLASTIC WALL (VOLUMES, INSTANCING) •

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• DEBRIS (GRAIN BASED) • DUST (VOLUMES) • SHADING, LIGHTING AND RENDERING •

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• LIGHTING VOLDEMORT'S FACE •

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• LIGHTING AND RENDERING • LIVE ACTION INTEGRATION •

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• CREATED FLUID SPLASH SYSTEM (FLIP, USED THOUGHOUT THE FILM) • SPLASH ENVELOPING CHARACTER •

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• GLASS (RBS AND INSTANCED PARTICLES) • LIGHTING, SHADING AND RENDERING • INTEGRATION •

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• ASH AND SMOKE (FLUID DRIVEN PARTICLES) • SHADING AND RENDERING • INTEGRATION •

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• 3D TRACK • BLOOD • COMP •

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• VEIN EFFECT (L-SYSTEM) • LIGHTING, TEXTURING, SHADING AND RENDERING •

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• DOOR AND WHEEL RBDS • LIGHTING, SHADING AND RENDERING •

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• SWORD AND METAL DISINTEGRATION (RBDS) • DEBRIS (RBDs AND PARTICLES) •

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