



- ASHES AND SMOKE EFFECTS CREATED USING FLUID DRIVEN PARTICLES.
- SHADING AND RENDERING MILLIONS OF PARTICLES.
- NUKE COMP AND INTEGRATION OF CG ELEMENTS.

- DEVELOPMENT OF PARTICLE SYSTEM TO SIMULATE IRIS EXPOSITION.
- NUKE COMP AND IREGRATION OF CG ELEMENTS.



- LIGHTING VOLDEMORT'S FACE FOR NOSE, CHEEK AND BROW REPLACEMENT.

- RIGID BODY SIMULATION FOR THE FLYING DOOR AND WHEEL ANIMATION.
- MODELLING, SHADING, LIGHTING AND RENDERING THE TYRE AND DOOR THAT FLY OFF.



- 3D TRACKING.
- CREATION OF PARTICLE SAND WITHIN MAYA FOR THE CG CREATURES INTERACTION [USED MULTIPLE TIMES IN THE FILM].
- MEL SCRIPTS TO DEFINE THE SAND BEHAVIOUR.

- 3D TRACKING.
- FLUID SIMULATION FOR THE INK EYE EFFECT.



- 3D TRACKING.
- INSTANCED GEOMERTY DRIVEN BY A PARTICLE SYSTEM TO CREATE THE ICE CRYSTALS EFFECT.
- PARTICLE SYSTEM TO SIMULATE THE FROST.
- FLUIDS FOR THE DRY ICE EFFECT.
- LIGHTING, SHADING, RENDERING AND COMPING THE EFFECT.

- LIGHTING THE ENVIRONMENT.



- 3D TRACKING.
- CREATION OF INSTANCED GEOMERTY DRIVEN BY A PARTICLE SYSTEM TO CREATE THE ICE CRYSTALS.
- LIGHTING, SHADING, RENDERING AND COMPING THE EFFECT.

- CREATION AND ANIMATION OF THE FLIES.
- FLIES INSTANCED TO PARTICLES FOR NON-HERO FLIES (USED IN MULTIPLE SHOTS).
- LIGHTING AND SHADING THE FLIES.



- FLIES BEHAVIOUR ANIMATION USED IN VARIOUS SCENES THROUGH THE FILM.

- I-SYSTEM USED TO CREATE THE VEINS EFFECT.
- LIGHTING, SHADING, RENDERING AND COMPING THE VEINS.



- EMBERS AND ADDITIONAL SMOKE ELEMENTS.

- LIGHTING,SHADING,TEXTURING AND RENDERING THE ELEMENTS NEEDED FOR THE TRANSFORMATION EFFECT.





- LIGHTING, SHADING, TEXTURING AND RENDERING THE CORPSE AND TRANSITIONAL ELEMENTS •

- RIGID BODY SIMULATION FOR THE FALLING PLANKS •
- PARTICLE SIMULATION FOR THE EMBERS •
- SHADING AND TEXTURING THE PLANKS •



- MATCHMOVING THE CHAIR •
- RIGID BODY SIMULATION FOR THE LARGE PIECES OF DEBRIS AND PARTICLE INSTANCING FOR THE SMALLER ONES •
- TEXTURING AND SHADING THE CG CHAIR •

- 3D TRACKING •
- BLOOD ELEMENT •
- COMP •



- 3D TRACKING •
- FLUIDS FOR THE CLOUDS •
- PARTICLE SYSTEM FOR THE WATER SPLASHES •
- CREATION AND SHADING OF THE FALLING ICE PIECES •
- COMP •

- PARTICLE SYSTEM FOR THE BODY SWAP •



- PARTICLE SNOW •
- CREATION OF A MEL SCRIPT FOR SNOW GENERATION •

- RIGID BODY SIMULATION FOR THE LARGE PIECES OF GLASS AND PARTICLE INSTANCING FOR THE SMALLER ONES •
- LIGHTING AND SHADING THE GLASS •
- COMP •



- FLUID USED FOR THE DRY ICE EFFECT •

- 3D TRACKING •
- GEOMETRY FOR THE STUMP •
- ADDITIONAL BLOOD •
- COMP •



- LIGHTING, SHADING, TEXTURING AND RENDERING THE SANCTUARY BUILDING •

- OBJECT TRACKING •
- FLUIDS USED FOR THE STEAM / FLESH BURNING EFFECT •



- LIGHTING THE EXTERIOR [COURTHOUSE] AND INTERIOR [SANCTUARY] SCENES •

- 3D TRACKING •
- NCLOTH SIM FOR TH BILLS •
- LIGHTING AND SHADING •

