

SHOT #	RESPONSIBILITY	SOFTWARE	DESCRIPTION
1	Effects	Maya	Opening shot for Ara project: Modeling and animating of orbiting asteroids. Effects work for particle driven instance meteoroids and impact particle instance shatter effect on crystal.
2	Everything	Maya, After Effects Photoshop	Image and matte painting effect shot: Particle effect rain with collision impact, grass fur effect driven by hair curves and fields. Clouds and fog animation done with static image, composited in After Effects along with color correction.
3	Everything	Maya After Effects	Fluid effects project: Maya static and dynamic fluid effects to simulate clouds and impact explosion effect, composited and color correction using After Effects (Google map image).
4	Everything	Maya Blender	Liquid simulation: Stairway modeled in Maya, fluid simulation using Blender and final render using Blender's render engine.
5	Everything	Maya Shake	Blood vein effects shot: Modeling, lighting, shading done in Maya, Particle flow path with instance blood vessel and particle points emitters. Final composite done in Shake.
6	Everything	Maya, Photoshop, Shake	Crashing wave effect: Softbody mesh with volume field defining wave, fluid displacement height field controlling buoy animation, curve controlling collision emission for particle spray.
7	Everything	Maya, Photoshop, After Effects	Earth core effect: Static fluid defining outer atmosphere, core glow controlled by volume lights and shading network. Composited in After Effects along with Maya particles used in displacement effect for heat emanating for the core.
8	Everything	Maya, Photoshop	Penn State growth project. Modeling/animation/texturing/lighting done in Maya along with particle clouds for steam.
9	Everything	Maya, After Effects, Photoshop	Wave for CG Society FX Wars challenge: Wave rig by Daniel Blacker, light house model and dynamic simulation using Maya, particle emission based on curves, using point, blobbys, multi-points, and sprite images, final composite done in After Effects.
10	Effects	Maya	Shot 2 for the Ara project: Static fluid effect for ground impact shock wave, particle instance rock explosion effect with ground collision detection.
Music by Paul Schwartz			
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