



Reel Breakdown

The Lego Movie

Animal Logic - Sydney | Senior FX Technical Director.

0 - 63

Milling crowds of mini-figs forming into small groups and reacting in a wave.

Placement of destroyed micro-managers.

Development of fire and smoke libraries.

63 - 170

Train smoke pyro simulation, explosive puffs and car collisions.

170 - 280

RBD simulations for the destruction of the structures

Development of debris and fire and smoke libraries.

Paddington

Framestore - London | Senior Character FX Technical Director.

280 - 345

Implementation of the dynamic groom using blended wet fur groom and dry fur grooms.

Sculpt fixes to interpenetrating geometry and hat.

345 - 450

Development of the cloth rig for Paddington's dufflecoat.

Development of the automated setups for running the coat and hat simulations

Sculpt fixes to clean up the hat and coat interaction.

Implementation of the dynamic groom using dry fur groom.

450 - 560

Shot specific customisations of the cloth rig for Paddington's dufflecoat.

Sculpt work of the dufflecoat collision geometry.

Sculpt fixes to clean up the hat, coat and head interaction.

Implementation of the dynamic groom using dry fur groom.

560 - 620

Implementation of the dynamic groom using dry fur groom.

Sculpt fixes to clean up the hat and head interaction.

Transformers: The Dark of the Moon:

Industrial Light and Magic, Singapore | Character FX supervisor.

620 - 675

RBD simulation for the destruction of the structure

675 - 705

RBD simulations for the destruction of the Decepticon soldiers legs.

705 - 803

RBD simulation for the destruction of the final Pillar with a time shift.

Pirates of the Caribbean: On Stranger Tides

Industrial Light and Magic, Singapore | Character FX supervisor.

803 - 893

Development of the animation rigs for the Blackpearl.

Development of the cloth simulation rigs for the sails of the Blackpearl.

Development of the constraints rig fixing the ship, ocean FX and atmospheric FX into the bottle.

Co-ordination of layout, animation and FX to bring the elements of the sequence together.



Development of the sailing motion of the ships with animation.
Development of the fluid simulations for the ocean behaviour with FX

893 - 962

Development and co-ordination of the layout and composition for the shot

962 - 1114

Development of the constraint rig connecting the ship, ocean and FX elements to the bottle.
Development of the the lag effect of the ship and FX.

Mission: Impossible - Ghost Protocol

Industrial Light and Magic, Singapore | Character FX supervisor.

1114 - 1235

Development of the animation rig for the balloon and the camera device
Development of the cloth simulation setup for the strings, antenna.

1235 - 1255

Development and co-ordination of the layout and composition for the shot
Development of the cloth simulation setup for the bursting of the balloon.

1255 - 1330

Used the development of the submarine rig to teach rigging techniques to the junior members and had them execute additional rigs required under supervision.

Legend of the Guardians: The Owls of Ga'Hoole

Animal Logic - Sydney | Creature FX Lead

1330 - 1400

Development and implementation of the slow motion wind of feather setup.
Development and implementation of tools to automate the build and simulation process.

1400 - 1445

Working with the RnD team, developed the methodology and tools required for the secondary motion of the Echina spines

1445 - 1465

Development and implementation of the secondary motion setup.
Development and implementation of tools to automate the build and simulation process.

1465 - 1520

Developed and the fur set-up using Maya dynamic curves to drive the the groom for the Tasmanian Devil and Echidna fur.
Implementation of the secondary motion setup using tools I developed.

1520 - 1605

Implementation of the wind on feather, secondary motion and feather interaction setups using tools I developed.

1605 - 1637

Implementation of the secondary motion of the Echina spines setups using tools and methodology I developed with the RnD team

1637 - 1775

Implementation of the wind on feather, secondary motion and feather interaction setups using tools I developed.



2012

Double Negative - London | Pipeline Supervisor

1775 - 2080

Development of the lava-bomb pipeline from animation to delivery to Compositing

Development of the flocking particle system for the bird fleeing.

Development of the lava bomb animation rig.

Development of the St Peters Basilica animation rig.

James Bond: Quantum of Solace

Double Negative - London | Senior FX Technical Director

2080 - 2281

Developed and implemented a suite of pipeline tools to aid the management of the shot data.

Development of the hair and skin simulation rigs and scripts.

Developed the look for Bonds hair.

Lighting.

Hellboy II: The Golden Army

Double Negative - London | FX Technical Director

2281 - 2875

Development, as part of a team, of the proprietary particle swarm tools providing behaviours such as flying, crawling and idling, and the ability to choreograph performance.

Development and testing of new behaviours required on a shot by shot basis, then integrated into the main tool.

Implementation of the swarm.

Lighting.

10,000 B.C.

Double Negative - London | Sequence Supervisor

2875 - 3250

Development of the displacement muscle rig.

Development of the sabre tooth tiger tongue animation rig.

Development of the log trap animation rig.

Development of the specification of a shot 'snapshot' tool.

Development and automation of the muscle, displacement and skin pipeline.

Implementation of shot publishing procedures to ensure consistent naming etc.

The Lego Movie

Animal Logic - Sydney | Senior FX Technical Director.

3250 - 3396

Implementation of the crowds setup.

Development of look and RBD simulations for the Bat Sun.