



1st shot

- model and texture of bridge
- boujou tracking to match camera movement
- lighting/rendering
- rendering using mental ray (using final gathering)

2nd shot

- created fluid simulation
- simulation had to maintain colour and last position
- lighting/rendering the fluid to match the scene



3rd shot

- model and texture of rope
- integration of maya fur on the rope
- animation/rigging of rope
- lighting/rendering
- tracking of shot using boujou



4th shot

- Model and texturing of train and tracks
- lighting/rendering
- nCloth Simulations for debris and leaves
- animation and tracking (boujou)



5th shot

- model and texturing using photo reference
- projected texturing using live footage reference
- modelling and texturing of base of neck
- animation of head roll
- lighting/rendering



6th shot

- Rigging of the model
- KeyFrame Animation
- Lighting
- Rendering Passes





7th shot

- maya camera projections for textures
- nCloth simulations (exploding windows, chords, garbage)
- maya particle simulations (dust)
- physX simulation (rigid body for collapsing chimney)
- fluid sim (dust elements)

8th shot

- fumeFX fluid simulations
- creating collisions for fluid
- lighting/rendering



9th shot

- model and zbrush sculpt of hands using photos
- generate displacement maps using zbrush
- texture hands using zapp and photoshop
- model and texture floor, legs, and watch
- animation of hands and legs
- lighting/rendering
- camera move



10th shot

- Model and texturing of the dog
- Keyframe Animation
- Lighting and rendering
- fumeFX Fluid simulation interacting with head.



11th shot

- Rigging of the model
- Keyframe Animation
- Lighting
- Rendering
- nCloth Simulation of towel



12th shot

- FumeFX fire simulation
- Develop look and texture of Fire





13th shot

- model and texturing of "scoop"
- animation
- lighting/rendering
- generating reflection and shadow passes for eyeball

14th shot

- model of head from existing photos
- projection used for texture
- slight facial rigging
- animation
- lighting/rendering



15th shot

- maya fluid sim
- fumeFX fluid Sim
- lighting/rendering

16th shot

- model and texture the cutter ship
- soft body simulations for sails
- maya hair simulations for ropes
- animation
- maya fluid sims for "ghostly" smoke

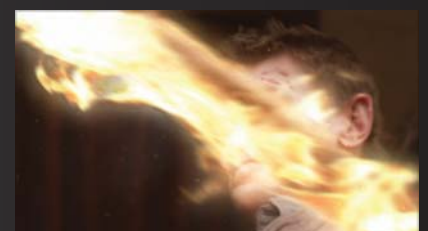


17th shot

- fumeFX Fire Simulation
- Develop the look and texturing of the fire
- Track to Hands

18th shot

- fumeFX Fire Simulation
- Develop the look and texturing of the fire
- Track to Hands





19th shot

- model and texture of eyes to match actor
- lighting/rendering
- animation
- tracking using maya live

20th shot

- model and texture of "cg double"
- camera projections
- nCloth simulation for jacket
- supplying multiple passes
- animation
- lighting/rendering
- camera movement



21st shot

- model and zbrush sculpt of actors back
- texture and generating displacement map
- animating displacement map
- lighting/rendering
- tracking

22nd shot

- model and texturing of hand, and flask
- camera projections
- animation
- lighting/rendering



23rd shot

- maya fluid simulation
- lighting/rendering
- animation

24th shot

- model and zbrush sculpt of model
- texturing of model with zapp and photoshop
- rigging including facial rig and GUI controls
- lighting/rendering
- animation
- hand tracking







## 25th shot

- model and zbrush sculpt of model
- texturing of model with zapp and photoshop
- rigging including facial rig and GUI controls
- lighting/rendering
- animation
- hand tracking

## 26th shot

- maya fluid simulation
- lighting/rendering

