



1st shot

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

2nd shot

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



3rd shot

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

4th 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)



5th shot

- maya fluid sim
- fumeFX fluid Sim
- lighting

6th shot

- FumeFX fire simulation
- Develop look and texture of Fire





7th shot

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

8th shot

- fumeFX fluid simulations
- creating collisions for fluid
- lighting



9th shot

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

10th shot

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

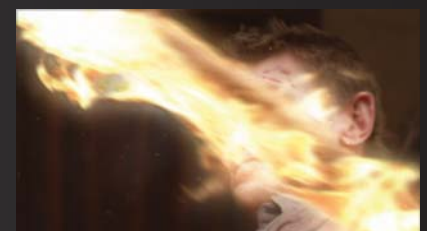


11th shot

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

12th shot

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





13th shot

- maya fluid simulation
- lighting
- animation
- providing reflection passes for "puddles"

14th shot

- model and texturing of rope
- animation of rope
- lighting
- nCloth simulation



15th shot

- Maya Fluid Simulation
- Collision Objects
- Texturing of Smoke using PaintFX
- lighting and rendering

16th shot

- fumeFX Smoke Simulation
- Lighting and rendering



17th shot

- fumeFX Fluid Simulation
- Fluids emitting off of particles, along path

18th shot

- Maya Fluid Simulation
- Collision Objects
- Texturing of Smoke using PaintFX
- lighting and rendering



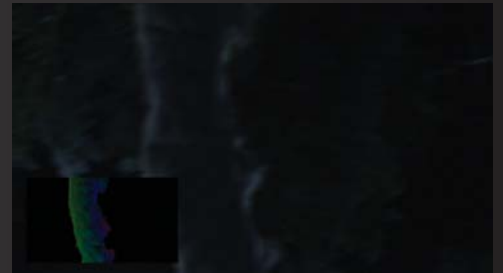


19th shot

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

20th shot

- maya fluid simulation
- Boujou Tracking
- lighting
- Rendering



21st shot

- maya fluid simulation
- lighting
- Rendering

22nd shot

- fumeFX simulation
- Tracking to mouth
- Lighting and Rendering



23rd shot

- maya fluid simulation
- lighting
- tracking to mouth
- rendering

24th shot

- maya fluid simulation
- lighting
- tracking to mouth
- rendering





25th shot

- maya Fluid Simulation
- Collision
- lighting and Rendering of smoke

26th shot

- maya Fluid Simulation
- tracking "steam" emitters to skin
- collision objects and rendering



27th shot

- maya Fluid Simulation
- tracking "steam" emitters to skin
- collision objects and rendering

28th shot

- maya Fluid Simulation
- lighting and Rendering of smoke



29th shot

- maya Fluid Simulation
- lighting and Rendering of smoke
- tracking to mouths

30th shot

- maya Fluid Simulation
- lighting and Rendering of smoke
- tracking to mouths







31st shot

- maya Fluid Simulation
- lighting and Rendering of smoke
- tracking to mouths

32nd shot

- maya fluid simulation
- collision against the window
- lighting and rendering

