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00:00 – 00:03
Opening Sand Effects (Personal Work)
By using an animated complex-shaped mesh as emitter, I was able to create an interesting flow with FumeFX. Particles were generated in place of the fluid and rendered in Krakatoa for 3DsMax to create the sandy, smoky feeling. Composited with an animated alpha to create the illusion of name appearing.

00:03 – 00:30
Diabetic Cola (Personal Work)
The water drops are nParticle (blobby surface) controlled with expressions and animatable custom attributes. By writing my code to be goal centric, I was able to create a scalable and transferable effects. The bahamut figurine in the background was included to create a sense of depth and help improves on my compositing skills.

00:30 - 00:37
iHawk (Concept Video)
Using default Maya Fluids to generate background clouds. The missile smoke is done using particles (cloud) by setting colour and illumination to change with age. A quick bright flash was added in post (After Effects) to enhance the look.

00:37 – 00:42
Granny Neo (Trailer)
Dust was created using particles (cloud). The debris were instance geometries emitted as particles. Created low res models as scene objects' replacements for collisions.

00:42 – 00:44
USV (Concept Video)
Bubbles from torpedoes are done using particles in Maya.

00:44 – 00:55
Sheena (Company Test Video)
Skirt was simulated using nCloth in Maya. The hair was done with Shave and Haircut.

00:55 - 01:15
Monster (Personal Work)
Designed by a friend. Modelled in Maya and Textured in Photoshop.