

# JACK ZALOGA

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## 2010 Demo Reel Shot Breakdown

### Bridgestone "Deal"

- particle rain and splash elements
- volumetric smoke mist
- day for night light rendering

### Bridgestone "Whale"

- particle fluid sim for whale displacement maps
- particle fluid splashes
- RBD / particle system fence smashing
- fluid sim for underwater bubbles

### The Ladders "Monsters"

- car model/rendering
- RBD driven animation

### Pepsi "Pass"

- wire sim / particle confetti

### WAMU "Human Bowling Ball"

- camera projection
- roll animation

### Audi "Living Room"

- wall modeling
- wall deconstruction effects
- lighting / rendering

### W.

- procedural reconstruction of Baghdad
- lighting / rendering

### Tunnel test

- L-system corridor

### WAMU "Hair"

- Growing wire simulation
- Hair grooming / shading

### Scotts "Songbirds"

- Automatic feather creation pipeline
- Feather grooming / texturing
- Lighting / rendering

### WAMU "Kangaroo"

- Hair wire solver dynamics
- Rendering
- Particle / volumetric dust hits

### WAMU "Salt Flats"

- Volumetric trailing smoke

### Infinity test

- leaf transformation effect

### Coke Zero "Do-over"

- Particle effects

### Honda Pilot

- Particle fluid simulation
- secondary particle sparks

### Exploding head test

- Particle fluid sim / rendering

### Running Bear

- Particle fluid sim / secondary particles
- Ground geometry deformer

### Tree of Life

- Particle driven Wire / SOP solver cell animation
- RBD solver collisions
- Secondary VOP SOP penetration resolver
- Wire / SOP solver splitting bacteria cells