

# Sheldon Serrao

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## Breakdown sheet



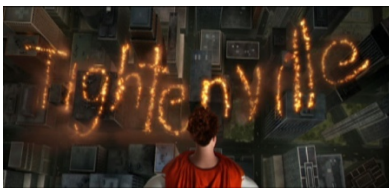
### Alien dust and blood

- Simulated dust using ILM's smoke solver
- Worked on blood hits



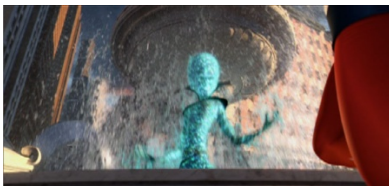
### Road Fires

- Simulated fire in maya



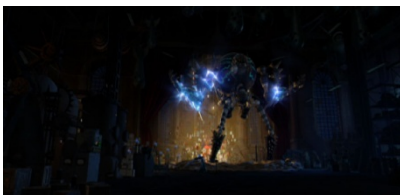
### "Tightenville" writing on buildings

- Destruction of buildings were done in Houdini
- Variations of fire were baked from maya
- Fire instances were placed using Houdini.
- Wrote scripts streamline the export of the destroyed building data to lighting



### Hydration effect

- Splash was simulated in maya, meshing was done in Houdini
- Hydration effect was a setup, I had to tweak the timing to match animation.



### Electricity effect

- The effect was a setup rigged in Houdini
- I had to animate and setup the timing for the electricity arcs.



### Boat Fires

- Exported various fire simulations and set dressed them for the boats
- Wrote surface fluid emitter plugin to allow smooth emissions from the surface



## Atmosphere Fog

- Exported particles from maya and rendered them using in house tools
- Worked with crowds to place the fog elements
- Worked with lighting to streamline various shots to maintain consistency.



## Kicksand

- Simulated various instances of kicksand simulations
- Wrote python scripts to get the collision coal hits and place the kicksand
- Wrote extra particle shaders to conform the kicksand to the ground



## Crowd dust

- Simulated particles off the crowds foot hits.