Opening Titles

DRYRAINSTUDIOS.COM
Dryrain Studios
THE WORK OF ADRIAN ED LEE
Digital FX TD & Artist
+1 778-838-2327
DRYRAINSTUDIOS@GMAIL.COM

GI Joe 2 – Gunfire and Sparks

Maya rig to target tracers at vehicles from Cobra gun vehicles. Sparks added after collisions. Rendered in Vray

*Tracer Fire, Sparks, CG Smoke*

Super Buddies – lightning

I did a selection of rigs for the lightning using mel scripts, but in the end we went with a development of Maya paint effects. Maya rig using Paint fx --> curves --> strokes. Rendered in Vray.

Lightning Effect

__Iron Man 2 – Whip Fx

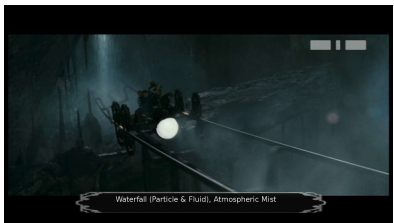Whip FX - Houdini rig using CHOPS to trap and control the effect at given trigger values.

Whip & Spark Effects
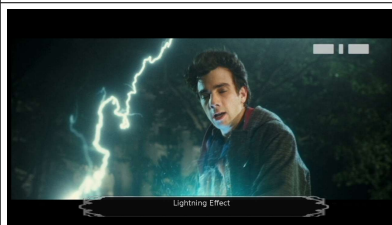
__Sorcerer's Apprentice – lightning

VFX House - Double Negative Lightning fx based on Houdini L-tree, and probable routes from a to b . Exported with custome render variables to Maya for in-house custom renderer based on Renderman

Lightning Effect
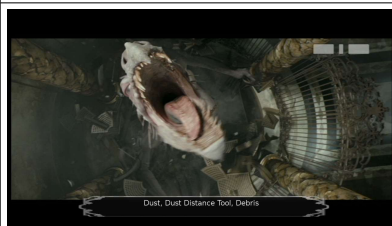
Harry Potter: The Deathly Hallows – Grate Dust and Sparks

VFX House: Double Negative Grate dust - Houdini OTL to calculate the distance between fractured parts and stop emitting when distance was greater than a given value Gate Sparks - Houdini sparks when pieces collide

[close info](#)

Dust, Dust Distance Tool, Debris

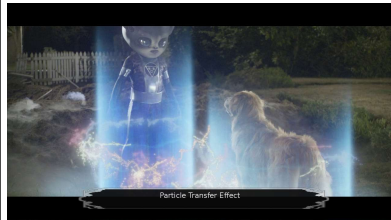|	
	## Harry Potter: The Deathly Hallows – Waterfalls and Atmosphere VFX House: Double Negative Waterfall - Maya particle waterfall with propriety fluid solver (squirt) mist advected by particles Atmosphere - Propriety fluid solver sim(squirt) for atmospheric clouds to add to damp dark feeling of caves
	## Captain America – Fire, Smoke and Exploding Debris *VFX House: Double Negative* <p> **Fire** - Maya fluid fire sims. Multiple pre cached sims added together to get individual plumes <p> **Exploding Debris** - I did a number of pre cached debris explosions with Dnegs proprietor rigid body solver for the team to place in there shot in the sequence
	## John Carter – Lower Atmosphere Clouds *VFX House: Cinesite* <p> **Lower Atmosphere Clouds** - Transitioning from a matte painting to Maya created upper atmospheric clouds, I used Houdini volumes for artistic driven layout for clouds in the lower atmosphere
	## Captain America – Fire, Smoke and Exploding Debris2 *VFX House: Double Negative* <p> **Fire** - Maya fluid fire sims. Multiple pre cached sims added together to get individual plumes <p> **Exploding Debris** - I did a number of pre cached debris explosions with Dnegs proprietor rigid body solver for the team to place in there shot in the sequence
	## Harry Potter: The Deathly Hallows – Waterfalls and Atmosphere VFX House: Double Negative Waterfall - Maya particle waterfall with propriety fluid solver (squirt) mist advected by particles Atmosphere - Propriety fluid solver sim(squirt) for atmospheric clouds to add to damp dark feeling of caves

John Carter – Gun Shots

VFX House: Double Negative <p> **Gun Shots** - Using animator driven timings for placement of rifle gunshot tool from Houdini. This utilising a number of pre cached sparks and Sqirt smoke sims
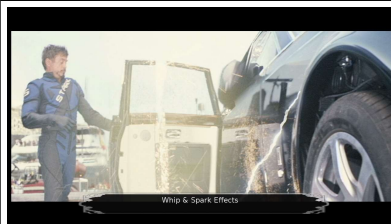
close info
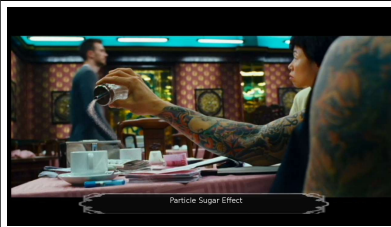
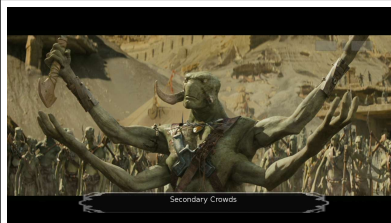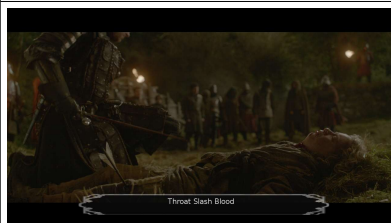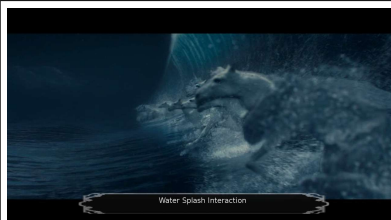|	
	Push – Sugar Houdini particle
	Super Buddies Particletransfer effect
	Ironman 2 – Whip FX and Sparks VFX House - Double Negative Sparks - Houdini particle rendered with motion blur Whip FX - Houdini rig using CHOPS to trap and control the effect at given trigger values.
	JCOM Secondary crowds
	Game of Thrones – Blood VFX House - Pixomondo Best fun I had had for a while. Houdini fluids emitted from gash on neck. Rendered in Mantra
	The Secret of Moon acre **Water Splash interaction**

The Imaginarium of Dr Parnassus – Zeppelin Soap Bubbles

VFX House: Peerless Camera Company Art directable bubbles in Houdini exported with UVs to Maya for rendering. Director wanted shaped soap bubbles that would rip like a zeppelins. The bubbles were set up so that any obj could be input at the top of the tree incase the director changed his mind. Default was sphere.

The Imaginarium of Dr Parnassus – smash

VFX House: Peerless Camera Company Art directable bubbles in Houdini exported with UVs to Maya for rendering. Director wanted shaped soap bubbles that would rip like a zeppelins. The bubbles were set up so that any obj could be input at the top of the tree incase the director changed his mind. Default was sphere.
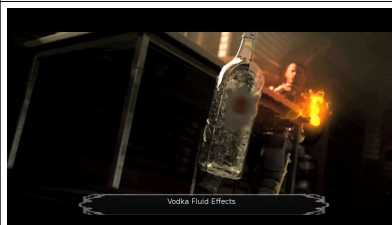
## Singularity – Vodka

Fluid sim houdini
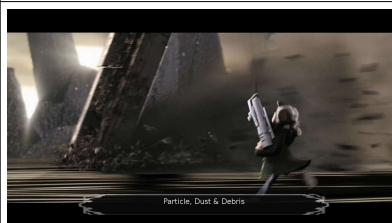
DJ Hero

VFX House: Framestore (commercials) Houdini smoke, particle and instance debris based on intersection of giant record needle with ground plane

Bacardi

VFX House: Realise Studio Matchmove of dancers Coordination and QC of remote matchmove artists UV mapping for 2d Houdini water solve 3d water splashes based on velocity limits from 2d solve Houdini Rig tweaks for additional art direction of dancers
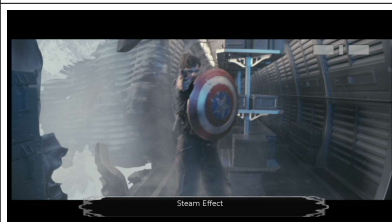
Captain America – steam

VFX House: Double Negative <p> **Fire** - Maya fluid fire sims. Multiple pre cached sims added together to get individual plumes <p> **Exploding Debris** - I did a number of pre cached debris explosions with Dnegs proprietor rigid body solver for the

	team to place in there shot in the sequence
	## Captain America – Fire, Smoke and Exploding Debris3 *VFX House: Double Negative* \<p> **Fire** - Maya fluid fire sims. Multiple pre cached sims added together to get individual plumes \<p> **Exploding Debris** - I did a number of pre cached debris explosions with Dnegs proprietor rigid body solver for the team to place in there shot in the sequence
	## Whitehouse Down VFX House : Prime Focus World **Jet contrails** Houdini particles rendered as volumes
	## End Credits