



**Author:** Luke Vuilliomenet

**Title:** Flooding Stairs

**Tools:** Houdini, Nuke

**Class/Professor:** VSFX 721 W20

**FX Breakdowns:** Houdini used for modeling, sim, lighting, texturing, rendered in Mantra

- <https://www.lvfxstudios.com/flooding-stairs>



**Author:** Kushal Das (FX), Yvonne Watson (FX), Maxwell Austin (Compositing), YongHo Brian Kim (Lookdev)

**Title:** Matchbox (Commercial 2 of 3 shots)

**Tools:** Houdini, Nuke, Maya

**Class/Professor:** SDGM 560 Fowler W20 (Mentor: The Mill)

**FX Breakdowns:** Houdini used for fx

- <https://kushaldasvfx.com/blog/tag/themill>
- <https://www.chromaticraven.com/collab>



**Author:** Felipe Amaya (FX), Bradley Sakaguchi (FX), Sarah Van Alstyne (Lookdev), Elyssa Houser (Compositing)

**Title:** Area 51 (Commercial 1 of 2 shots)

**Tools:** Houdini, Nuke, Maya

**Class/Professor:** SDGM 560 Fowler W20 (Mentor: The Mill)

**FX Breakdowns:** Houdini used for fx

- <https://www.sakafx.com/blog/browse-to-car>
- <http://felipeamayaq.com/blog/category/vfx/scad/sdgm-560/>



**Author:** Mason Brahney (FX), Sumedh Kalghatgi (lighting/FX), Kiersten Yahn (Lookdev), Evie Hoffman (Compositing)

**Title:** Monopoly (Commercial)

**Tools:** Houdini, Nuke, Maya

**Class/Professor:** SDGM 560 Fowler W20 (Mentor: The Mill)

**FX Breakdowns:** Houdini used for fx (pyro, vellum)

- <https://www.masonbrahney.com/post/sdgm-560-monopoly-car-commercial>
- <https://sumedhk.com/sdgm-blog>



Author: Yanni Fong (FX), Mitch Harper (FX), Elizabeth Delos Reyes (Lookdev), Lorena Da Silva (Lookdev), Diana Castellvi (Compositing)

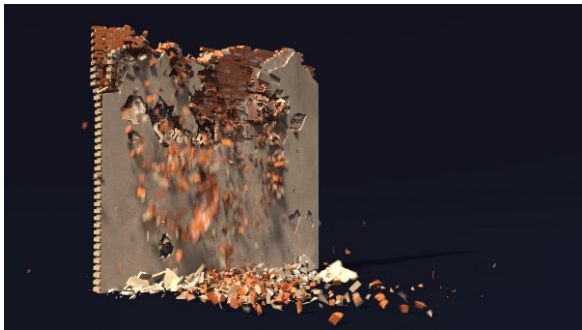
Title: Timeless (Commercial)

Tools: Houdini, Nuke, Maya

Class/Professor: SDGM 560 Fowler W20 (Mentor: The Mill)

FX Breakdowns: Houdini used for fx

- <http://yannifong.net/blog>
- <http://www.mitchelldharper.com/w20.html>



Author: Hope Schroers

Title: Wall Demolition

Tools: Houdini

Class/Professor: VSFX 428 S20

FX Breakdowns: Houdini destruction. All aspects



Author: Akshay Tiwari

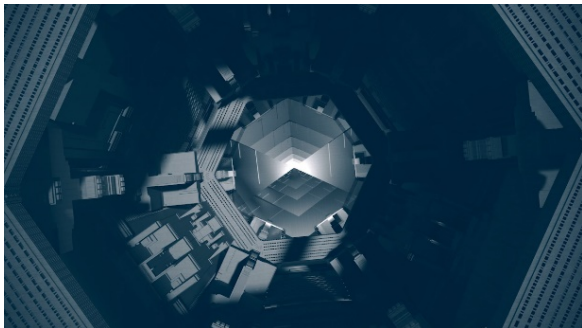
Title: OFFF Spec titles production process

Tools: Houdini

Class/Professor: VSFX 721 W20

FX Breakdowns:

- <https://akshaytiwari.design/blog/offf-spec-titles-production-process>



Author: Akshay Tiwari

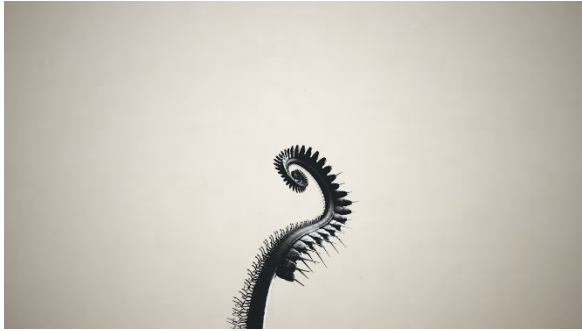
Title: Project Concrete

Tools: Houdini

Class/Professor: VSFX 721 W20

FX Breakdowns:

- <https://akshaytiwari.design/blog/project-concrete>



Author: Akshay Tiwari

Title: Uncoil

Tools: Houdini

Class/Professor: VSFX 721 W20

FX Breakdowns:

- <https://akshaytiwari.design/blog/uncoil>



Author: Gen Li

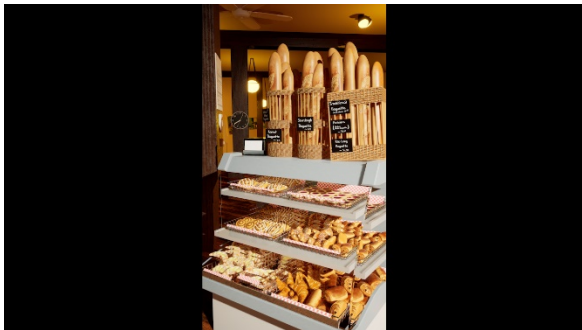
Title: Cola Can Party

Tools: Houdini all except textures, rendered in Mantra, composited in Nuke

Class/Professor: VSFX 721 S20

FX Breakdowns:

- <https://www.artstation.com/artwork/xz8I6O>



Author: Jessica Teague

Title: Bread Stand

Tools: Houdini, Unreal, Substance

Class/Professor: VSFX 350 S20

FX Breakdowns: Houdini modeling/layout, Unreal rendering, substance texturing

- <https://jessica-teague.wixsite.com/portfolio/bread-stand>



Author: Hope Schroers

Title: Procedural Wheat Field

Tools: Houdini

Class/Professor: VSFX 350 F19

FX Breakdowns: Houdini for all except compositing, rendered in Mantra



Author: Zoey Zhang

Title: Candy Shelf

Tools: Houdini

Class/Professor: VFX 721 W20

FX Breakdowns: Houdini all aspects



Author: Yifei Pei

Title: DNA

Tools: Houdini, Nuke

Class/Professor: VFX 721 W20

FX Breakdowns: Houdini for all except compositing