



Author: Yifei Pei

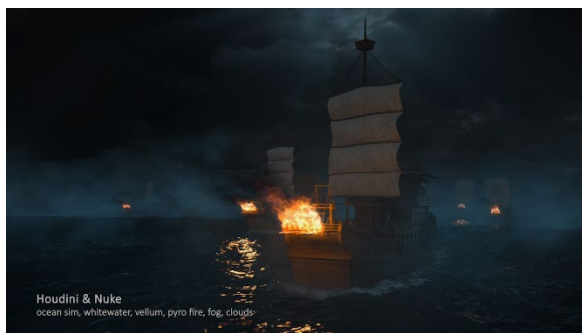
Title: "The Battle of Red Cliff" (Shot 2)

Tools: Houdini, Nuke, Maya

Class/Professor: S21 Thesis 799/Fowler/Robertson/Galeano

FX Breakdowns: Houdini used for pyro smoke, fire, cloth simulation, ocean surface, fog, boat floating

- <https://www.yifeipei.com/fleet>



Author: Yifei Pei

Title: "The Battle of Red Cliff" (Shot 1)

Tools: Houdini, Nuke, Maya

Class/Professor: S21 Thesis 799/Fowler/Robertson/Galeano

FX Breakdowns: Houdini used for ocean sim, whitewater, vellum, pyro fire, fog, clouds

- <https://www.yifeipei.com/the-boats-sailing>



Author: Gen Li (FX), Miranda Leighr (compositing), Ken Kuroiwa (look dev), Amanda Jayapurna (lighting), Yash Patel (sound)

Title: "Amtrak Concert" (partial commercial logos removed)

Tools: Houdini, Nuke, Maya, Substance, Photoshop, Arnold

Class/Professor: S21 SDGM 560 Fowler (Mentor: The Mill)

FX Breakdowns: Houdini used for fx – confetti, smoke

- <https://genlifx.com/miscs/2021/03/21/the-mill-collaboration/>



Author: Joonho Bang (FX), Imogen Davies (pipeline/FX), Jake Diana (Compositing), Bua Kanjanapongporn (Look dev/sound)

Title: "Expedia Hot Air Balloon" (partial commercial, logos removed where possible)

Tools: Houdini, Nuke, Maya, Substance, Arnold

Class/Professor: S21 SDGM 560 Fowler (Mentor: The Mill)

FX Breakdowns: Houdini used for fx (clouds, pyro)

- <https://www.joonhobang.com/post/the-mill-collaboration-week-9>
- <https://ild9024.wixsite.com/imogendavies/blog>



Author: Billy Morris (FX), Elyse Resseguie (FX), Amanda Skeith (Lookdev), T'Naige Wallace (Compositing)

Title: "Built for the Road Ahead" (partial commercial – logos removed)

Tools: Houdini, Maya, Nuke, Photoshop, Premiere, Arnold

Class/Professor: S21 SDGM 560 Fowler (Mentor: The Mill)

FX Breakdowns: Houdini used for fx (debris, pyro, tool created for traveling crack effect, modeling of the road, environment, lighting the road, scattering foliage)

- <https://www.billymorrisfx.com/sdgm-blog>
- <https://elyseresseguie.wixsite.com/elysedior/blog>



Author: Xiao Yuzhou (FX), Adesh Kumar (pipeline/FX), Ryan Harper (Lookdev), Jonathon Sugijono (Compositing)

Title: "Lemon to Lemonade" (partial commercial – logos removed)

Tools: Houdini, Maya, Nuke, Megascans, Arnold

Class/Professor: S21 SDGM 560 Fowler (Mentor: The Mill)

FX Breakdowns: Houdini used for fx (vellum peel, grass instancing, terrain, megascans plug-in)

- <https://yuzhouxiao.wixsite.com/yuzhou-xiao/blog>
- <https://adeskmr.com/blog.html>



Author: Joonho Bang

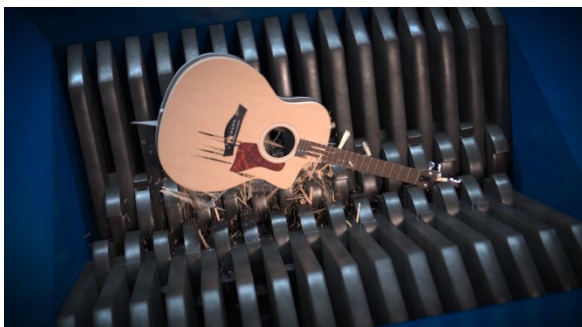
Title: "Cosmetic Brush"

Tools: Houdini/Arnold/Nuke

Class/Professor: F20 VSF 728 Fowler

FX Breakdowns: Vellum grain, vellum hair, particles, pyro

- <https://www.joonhobang.com/works?pgid=kk08ma9z-620c6d1e-5ebc-416f-9edb-f0a5fd64f942>



Author: Felipe Amaya

Title: "Guitar vs. Industrial Shredder"

Tools: Houdini/Mantra/Nuke

Class/Professor: F20 VSF 728 Fowler

FX Breakdowns: rbd, fracturing/constraints



Author: Joseph Chen

Title: "The Cincinnati Old Main Library"

Tools: Houdini/Nuke

Class/Professor: W21 VSF 721 Fowler

FX Breakdowns: complex scene exercise, procedural model

- <https://www.ioch1175.com/works/the-cincinnati-old-main-library>



Author: Lorena Cano

Title: "Morphing"

Tools: Houdini/Substance

Class/Professor: W21 VSF 721 Fowler

FX Breakdowns: Houdini used for all aspects except for textures



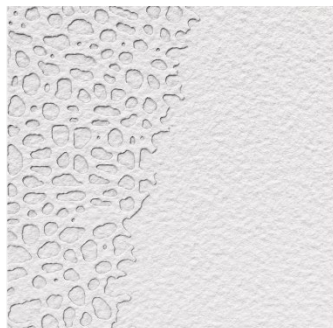
Author: Felipe Amaya

Title: "House Remedies"

Tools: Houdini/Mantra/Nuke

Class/Professor: F20 VSF 728 Fowler

FX Breakdowns: Houdini almost all aspects. Shells created using vex/vops, RBD simulation with Voronoi fracture



Author: Desmond Du

Title: "The Invisible Universe"

Tools: Houdini

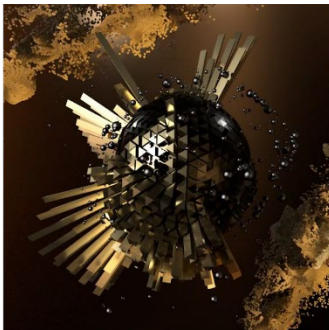
Class/Professor: S21 VSF 721 Fowler

FX Breakdowns: Houdini procedural animation including use of pyro source spread SOP and vex code

- <http://duitbetter.com/2021/05/24/houdini-study->



Author: Nora Fang
Title: "Bear Hair Dryer"
Tools: Houdini
Class/Professor: S21 VSF 721 Fowler
FX Breakdowns: Vellum hair with customization of simulation



Author: Justin Myrick
Title: "Pop Boy"
Tools: Houdini/Mantra
Class/Professor: S21 VSF 350 Fowler
FX Breakdowns: particles, chops, all aspects in Houdini except music design



Author: Elizabeth House
Title: "Farmer's Market Peaches"
Tools: Houdini/Mantra
Class/Professor: S21 VSF 350 Fowler
FX Breakdowns: complex scene exercise using sops and copy variation with for-each and copy to points, RBD simulation, all aspects in Houdini except for textures



Author: Ben Gilbert
Title: "Slime Mold Tree"
Tools: Houdini/Mantra
Class/Professor: S21 VSF 350 Fowler
FX Breakdowns: Photogrammetry of tree and ground, procedural animation using chops in Houdini