

James Little
james@little3d.com
www.little3d.com

6520 Delongpre Ave. Apt.219
Hollywood, CA 90028
(323) 762 - 6774

Shot Breakdowns

Technicolor Digital Cinema: (Technicolor Interactive)

- Created all fluid effects for background elements
- Created instanced particles for the spiral graph look
- Created shockwave effect

Riverwind Casino Television Spot: (Big Machine Design)

- Created fluid sim for the end reveal of the logo using Realflo.

Disney's G-Force: (Sony Pictures Imageworks)

- Created water effects for sprinkler shot
- Created spark and dust effects for hamster ball shot

Discovery Channel (How the Dinos Died):

- Created dust impact plumes when the dinos fell.

Discovery Channel (What do Animals Think):

- Created fur for bee using Maya fur, also lit shot.

Discovery Channel Science:

- Created Instanced particles for Ebola virus, debris, lit, and composited shot.

Socom Navy Seals 4: (Sony Computer Entertainment)

- Created all ocean shots
- Created environment mist and fog
- Created bow wake and wash/ocean

Ratchet and Clank: (Sony Computer Entertainment)

- Created explosion
- Created destruction debris
- Created shockwave
- Created final explosion

The Legend of Spyro the Eternal Night: (Technicolor Interactive)

- Created final gold blast effect from Spyro
- Created the pixie dust trail (emission based on speed)

Self Building Bridge: (Technicolor Interactive)

- Created effect using Ncloth to get the necessary dynamic motion and to substitute for rigid bodies..

James Little
james@little3d.com
www.little3d.com

6520 Delongpre Ave. Apt.219
Hollywood, CA 90028
(323) 762 - 6774

Blood Hall:

- Initial Lighting setup [Maya, Mental Ray]
- Created Fluid Simulation (particle system with rigid bodies) [Realflow, Maya]
- Lit and created shader for the fluid [mental ray]
- Composited fluid into scene [Shake]

Spyro DM Commercial: (Technicolor Interactive)

- Created clouds with Maya fluids.
- Helped create filler crowd with instanced particles.
- Created dust kick up for crowd
- Created wand effect on attacking character
- Created the cliff explosion
- Created wand effect at the end