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## **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 Realflow.

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

- Created water effect for sprinkler shot
- Created water trail
- Created puddle of water
- 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.

### **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..

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**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