

# Ian Gargle

## - Effects TD Reel Breakdown

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### Fantastic Four – Done under the employment of Giant Killer Robots



#### **Rocket Launch:**

Maya particle clouds were used to create the rocket exhaust. They were shaded with a Giant Killer Robot raymarcher. An evenly lit pass and a rim light pass were used for compositing. Composite by Laide Agunbiade.

#### **Johnny Storm Flying:**

Maya software rendered particle clouds were used for the rocket exhaust. Composite by Serena Naramore.

#### **Rocket Flyby:**

Maya particle clouds were used to create the rocket exhaust. They were shaded with a Giant Killer Robot raymarcher. An evenly lit pass and a rim light pass were used for compositing. Composite by Jon Niles Heckman.

#### **Rocket Explosion:**

Maya software rendered particle clouds were used for the rocket exhaust. Composite by Matthew Adams.

#### **Johnny Storm Billboard Hit:**

Maya software rendered particle clouds were used to create the residual and impact smoke. They were emitted from matchmoved body geometry. Composite by Steve Sanchez.

#### **Johnny Storm Billboard Jump:**

Maya software rendered particle clouds were used to create the residual smoke. They were emitted from matchmoved body geometry. Composite by Steve Sanchez.

## Other Works

All particle work done by Ian Gargle, using Maya...

All composites done by Ian Gargle unless otherwise specified...



### **Eyebot Explosion:**

Maya software rendered particle clouds were used for the smoke trails, emitted from instanced geometry linked through expressions. Instanced geometry and rigid body dynamics were used for the explosion debris. Composite done in Shake.



### **Two Men Ground Smoke:**

Maya software rendered particle clouds were used for the smoke. Composite done in Shake.



### **Close-up Gas Mask Smoke:**

Maya software rendered particle clouds were used for the smoke. Foreground character was luma keyed for extraction and was composited in Shake.



### **Vampire Walk Away:**

Maya hardware rendered particles were used to create the smoke dissolve. Shake was used for compositing.



### **Vampire Over Body:**

Maya hardware rendered particles were used to create the smoke dissolve. Shake was used for compositing and greenscreen extraction.



### **Flame Bar:**

Modeling, lighting, and texturing done in Maya. The fire is a 3d fluid container emitted based on a texture emission MEL script that I wrote. The blue flame is software rendered particle clouds. Particle clouds were also used to create heat distortion.



### **Vase Shatter:**

The vase is a shattered model animated as rigid bodies. Maya software rendered particles were used for the smoke burst. Streaks used for added debris / water. The water is a RealFlow simulation rendered in maya.



### **Explosion:**

A hardware rendered high resolution 3d fluid with self-shadowing. Created with density and temperature.