

Daniel Warom

2008 Show reel Shot Breakdown

Nike – Fate

Massive TD

Rebuilt Qualcomm Stadium for this David Fincher commercial. Liased with a small team of Modellers and Texture Artists to generate 4 distinct Massive asset libraries – Chargers, Steelers, Generic Male and Female. Utilised both my own placement scripts and tools available within Massive to populate Qualcomm stadium with approximately 50K Massive Agents.

Under Armour : The Gathering

Massive TD

Responsible for liaising with Modellers & Texture Artists to generate assets for Massive Agents. With all assets in place, I built a selection of Agents with a wide variety costumes for use within the simulations. In addition, I developed a placement generator script in MEL to assist in placing agents accurately in the long hall's balconies rather than using Massive's proprietary placement tool.

National Treasure 2 – Book of Secrets

Generalist specifically focused on Fluid Simulation, Lighting / Rendering and Tracking

Shot 001 : Lighting and rendering surface water on central tower, falling stream water around the tower using MTOR.

Shot 002 : Lit and rendered existing surface water elements for towers. Generated water falling and surface assets for towers screen right in Realflow. Lit and rendered those elements using MTOR.

Shot 003 : Platform object track and camera track. The tracks were extremely complex due to the moving platform needing to be lined up perfectly to the in scene platform both for dust / debris dynamics simulation but also for accurate set extension.

Shot 004 : Lit and rendered existing surface water elements. Generated water falling and surface assets for towers screen right in Realflow. Lit and rendered those elements using MTOR.

Shot 005 : Generated high resolution hero running water simulations for the tower that crosses screen. Lit and rendered falling water and second tower surface water in MTOR.

Shot 006 : Generated surface water for tower center frame. Lit and rendered falling water and surface water for rear and screen right towers in MTOR.

Shot 007 : Lit and rendered all surface and falling water simulations in MTOR. This does not include the heavy torrential streams of water which are live in plate.

Shot 008 : Platform object track and camera track for set and platform extension

10,000 BC

Environmental Effects TD

Shot 001 : Enhanced bamboo forest with approximately 60% higher density CG bamboo. Generated shader based “god rays” to light the forest. Bamboo collisions with Terrorbird character generated using a rigged / nCloth bamboo system. Rig was developed between myself and another artist and implemented on every single shot. Built a library of nCloth driven fern destruction for artists to drop into shots where they needed ground interaction between Terrorbird and ferns. Dynamic leaves driven by bamboo collisions using nCloth dynamics.

Shot 002 : Complete CG ground cover using in house curve dynamics solver. Multi-layer fern layout driven by dynamic fields. Dirt / Soil cover texture maps generated from particle emission / collisions with flat planes. Displacement maps also generated from this set-up.

Shot 003 : As above

Shot 004 : Doubled bamboo density and used dynamic bamboo rig to simulate non-hero collisions with Terrorbird. Hero collision used combination of bamboo rig and key frame animation. Falling leaf simulation driven by nCloth.

Shot 005 : Added dynamic CG bamboo, leaves. God Rays pass for 3d shadow casting on Terrorbird.

Harry Potter

Order of The Phoenix

Tracking TD

Responsible for all object and camera tracking of an entirely CG environment for the “Hall of Prophecy”. In addition, animation of flying Death Eaters in the “REDUCTO!” shot with Ginny Weasley.

In the Veil Room, tracking including character object match moves, wands and prophecy. In addition, ran orb shattering simulations using Double Negatives proprietary rigid body software.

Stardust

Tracking TD

Camera tracked, character match moves and collision set geometry building / placement for shattering mirror sequences. Camera track and character match moves for crater sequence.