

Shot Breakdown

Shot 1 - 5: **Target Speed**

- Digital Kitchen Chicago
- All streaming particle effects from racecar driver and car.

Shot 6 - 11: **Unreleased Marvel XVideo**

- EA Chicago
- All fluid and particle dynamic effects, explosions, dynamic debris and spidermans web rope.

Shot 12: **Angel**

- Zoic Studios
- Modeled the building for interactive lighting. Created debris that flies out of the building.

Shot 13 - 15: **Invasion Pilot**

- Zoic Studios
- Lighting, Rendering and Texturing of CG plane.

Shot 16 - 17: **Medal of Honor: Airborne E3 Panoramic Cinematic**

- Zoic Studios
- Simulated CG parachutes opening. Created burning parachute effect.

Shot 18 - 19: **Global Frequency Pilot**

- Zoic Studios
- CG bullet with trails and embering debris with smoke when they dissipate.

Shot 20 - 23: **Angel**

- Zoic Studios
- Chest burn-in tattoo with fluid smoke effect from hand.
- Lightning bursts and helped with refractive bubble
- Sarcophagus seal is 100% CG. Animated and particle dust that quickly releases upon opening.

Shot 24: **E-Ring**

- Zoic Studios
- Modeled CG bridge and cut it into pieces. Simulated explosion and dynamic geometry.
- Rigged bridge to have slight buckling when the explosion goes off.