

## Ola Hamletsen - Show Reel Shot Breakdown 2014:

### Shot #1:

#### MA Digital Effects - Masters Project

*A 12-week individual project.*

*The project involved most aspects of CG; from modelling to RBD and fluid simulations.*

*Software: Houdini, Nuke, PFTrack*



### Shot #2:

#### Side Effects Software - Group Project

*A shot from a Side Effects intern group project. I was responsible for the rock and lava shader. Both shaders are fully procedural. The lava shader is driven by attribute values from a lava simulation. I also did the steam, which is emitting from wherever the lava simulation intersects with the water simulation. Finally I did the rendering and compositing.*

*Software: Houdini, Nuke*

### Shot #3:

#### MA Digital Effects - Group Project

*In this shot I did the modelling, texturing and effects on the guitar and DVD-pile. I also did shot cleanup, to remove tracking markers.*

*Software: Houdini, Nuke*



### Shot #4:

#### Side Effects Software - Group Project

*I was responsible for shading, compositing and steam in this shot. I also created and shaded the terrain geometry as well as the shader for the ship*

*Software: Houdini, Nuke*

**Shot #5:**

**Side Effects Software - Houdini 13 Teaser**

*This shot was used as part of the marketing for the release of Houdini 13. I was responsible for modelling and shading the autopsy table and other bits and pieces. I also did a debris sim for the ceiling collapse.*

*Software: Houdini*



**Shot #6:**

**Side Effects Software - Finite Element Masterclass**

*This video was made for demonstration purposes and showed in Side Effects' Finite Element Masterclass. It was meant to be a proof of concept of the intended workflow, and to show how a finite element simulation can be manipulated and controlled.*

*Software: Houdini*

**Shot #6:**

**MA Digital Effects - Group Project)**

*In this shot I did the camera tracking and marker removal/clean up.*

