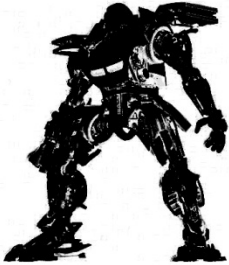


# Shaun Galinak

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## Breakdown Sheet



### **'Giant Freaking Robot'** - *Houdini, Maya, Shake, Photoshop*

GFR was a group project involving 3 other people. I was primarily responsible for the effects, which were done in SideFX Houdini. Each event has several layers, including sprites, surfaced particles, points, and shadow passes. Most effects were triggered procedurally based on the velocity and direction of the moving geometry. A constant challenge was in communication between Maya and Houdini.



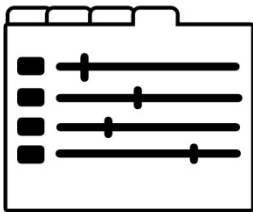
### **'Master-Blaster Teapot'** - *Maya, Houdini, Shake*

The goal of this individual project was to use basic RGB lighting techniques to place a simple object in a live-action back plate. The teapot and rigid-body simulation was created in Maya, then baked out as an OBJ sequence and imported into Houdini for the steam effects. Several layers of steam were rendered, as well as a shadow and reflection pass for each. Everything was brought into Shake for the final composite.



### **'Eppies Skating Shot'** - *Houdini, Maya, Shake*

This shot for the "Eppies" short, was a collaboration between an animator, tracker, supervisor, and myself. I was responsible for the fur, effects, and composite. Houdini was used along with my fur tool, which allowed me to have snow accumulation on the fur, as well as dynamics interaction. Each rendered effects element was taken from Houdini to Shake for the final composite and 2.5d background.



### **'Fur Tools for Eppies'** - *Houdini*

Fur tools created for the fur artists who were working with me on various 'Eppies' shots. Initially we had to use Houdini 9.1, which didn't include any shelf tools or easy solutions for fur. This tool allows you to simply paint on any fur attribute, and adjust it using a main controller. It also includes a dynamics setup, and the ability to bend or frizz fur based on camera angle to fake density.

**Length and Angle Zones** - Along with basic attributes, such as overall length, root and tip color, density, and the like, Fur angle and length zones were added. These allow you to paint a color, and adjust the fur's angle and length where that color exists, using a slider. These zones made creating different fur variations a breeze, as seen in the basic grooming process.