

Demoreel 2015

Shot Breakdown List

Hirofumi Kasagi

+1(415)691-5937

h.kasagi@gmail.com

http://kasagi.info

| Index | Shot Picture | Software | Note |
|---------------------|--------------|---|--|
| 00:05 - 01:04 | | <ul style="list-style-type: none"> - Maya - Golaem - Crowd - V-Ray | <p>Shot 01 - 07: Game of Thrones Season 5 (2015) Position: Lead Crowd Effects Artist.</p> <ul style="list-style-type: none"> - R&D cavalry (horse rider) rig with rigging artist, and create Golaem skeleton file. - R&D V-Ray shader with lookdev artist to make random variation of textures and shader. - R&D lighting & rendering pipeline with lighting artist and TD team. - R&D replacement of CFX tail for Dothraki cavalry, with CFX artist. (Shot 2) - R&D blend shape animation with modeling and CFX artist. - R&D convert maya animation file to Golaem motion file with Animator. - Leading crowd team. - All crowd simulation for shot 1, 2, 4, 6 and 7. - Crowd simulation help for Shot 3 and 5. |
| 00:59 - 01:38 | | <ul style="list-style-type: none"> - Houdini - Nuke | <p>A TV show, "Cosmos: A Spacetime Odyssey" (2014) Position: Effects Artist.</p> <ul style="list-style-type: none"> - Development of line and dots style asset Houdini. (Shot 08, 11 and 12.) - Solar flare - Fluid based particle advection. (Shot 09 and 10) - Development of shape shift asset in Houdini. (Shot 11 and 12) - Houdini Effects, Lighting, Rendering. (All Shot). |
| 01:38 - 01:55 | | <ul style="list-style-type: none"> - RealFlow - Maya - V-Ray - Nuke | <p>This is personal project (2012).</p> <ul style="list-style-type: none"> - I almost all spent time to find an appropriate value to stabilize particles having super high viscosity value like 1k to 4k. - RF grid based particle system is more faster than the std particle, but the grid system cannot generate particles having UV value, such as waved chocolate in this shot. - This project is chosen as RealFlow 2013 demoreel by Next Limit Technologies Inc. |