

REEL BREAK DOWN - WALTER BEHRNES

SHOT	SHOW	COMPANY	TASK	SOFTWARE
1	Open Season 2	ReelFX	I was tasked with creating environmental tools for Opens season 2. This included creating tools to make bushes, tree foliage, automate grass creation, and populate plant life procedurally. Later after creating the tools I was tasked with set dressing the film.	Maya
2	Open Season 2	ReelFX	This is an example of the Trees, bushes and setdressing.	Maya
3	Open Season 2	ReelFX	Another example of trees, bushes, and set dressing.	Maya
4	Open Season 2	ReelFX	Another example of trees, bushes, and set dressing.	Maya
5	Open Season 2	ReelFX	After Set dressing the film I was asked to supervise the Fx Department. Along with Supervision I had to create effects. This is a dust hit I made.	Maya
6	Open Season 2	ReelFX	For this shot I had to make smoke, gas, and sparks.	Maya, RealFlow
7	Open Season 2	ReelFX	Drool splatter	RealFlow
8	Open Season 2	ReelFX	We had multiple shot of electricity so I made a tool that would auto create an electric shock and have it stick to the what ever object you selected.	Maya
9	Open Season 2	ReelFX	We had multiple shots of a flies swarming around Elliot so I made a tool/rig that made flies swarm around a given area.	Maya
10	Open Season 2	ReelFX	When assigned the task of supervising the Fx Dept. one of the major goals was to finish 100+ shots of water in 3 months. I came up with a plan to automate water spray in maya and mesh in RealFlow. When needed we did full shots in RealFlow.	Maya, RealFlow
11	Open Season 2	ReelFX	We had quite a few shots of bubbles. This is one that I created.	Maya
12	Open Season 2	ReelFX	This was a fun shot It included drool coming out of the Roberto's mouth and Boog Slipping.	RealFlow
13	Madagascar 2 Comme	ReelFX	This shot was made up of three layers of particles.Dust, Dirt, and chunks.	Maya

14	The SpiderWick Chron	Tippett	I modeled Red Cap seen in these shots. I did not make his cloths.	Maya, Cyslice, MudBox
15	The SpiderWick Chron	Tippett	I modeled the troll seen in these shots. I did not make the foliage on his back.	Maya, Cyslice, MudBox
16	The Ant Bully	DNA Productions	I was Lead Environmental Td for this show. It involved created the grass tool, ground tools and heading up prop rigging. All of the grass was procedurally made, populated, and animated. The ground tool automatically created displacements under each blade of grass. If a dressout artist moved the grasst the displacement would follow.	Houdini
17	The Ant Bully	DNA Productions	This is a different version of the grass I made. It was the human scale grass. I made tool to quickly dressout grass. The tool allowed the artist to not only layout grass but to define dead spots, baldspots and adjust height on the fly. I also created all of the trees and bushes.	Houdini
18	The Ant Bully	DNA Productions	This is a close up of the human scale grass.	Houdini
19	The Ant Bully	DNA Productions	This is an example of procedural animation on the ant scale grass. User could set speed and turbulence in the grass. Each grass had an automatica animation offset based on its world position.	Houdini
20	The Ant Bully	DNA Productions	For this shot I simulated the hand running through the characters head.	Houdini
21	The Ant Bully	DNA Productions	This is an example of procedural animation on the human scale grass. The grass would automatically laydown and slowly spring back up if a character or object touched it.	Houdini
22	The Ant Bully	DNA Productions	Here are some examples of the trees, shrubs and grass I made.	Houdini
23	The Ant Bully	DNA Productions	This is an example of a procedurally generated fungus farm that I made. This included the goop and the stalks.	Houdini
24	The Ant Bully	DNA Productions	I codeveloped the carpet here.The tool would deform the carpet if something was touching it and had the ability to cut out carpet that was covered by an object.	Houdini

25	The Ant Bully	DNA Productions	I modeled the van for these shots. This also shows more examples of the grass and trees.	Houdini, XSI
26	Wrecker	White Light Imagery	I was tasked with modeling a digital ear replacement for this shot.	Maya
27	Tabasco	Post Asylum	I did this full piece, including compositing.	XSI
28	American Iron Horse	Post Asylum	This is a spec spot I did.	XSI
29	Stanley Steamer	Post Asylum	Supervised and modeled this spot. This is a turntable of the van.	XSI
30	Dairy Queen	Post Asylum	Supervised, modeled, textured, composited, and partially animated this piece.	XSI
31	Papa John's	Post Asylum	Supervised and composited this spot.	XSI
32	Time Warner	Post Asylum	Supervise and created this spot. I did not make the three objects that fall.	XSI
33	Film Forge Pictures	Post Asylum	I created this full spot. The client wanted a logo animation for his company. I was asked to come up with an idea and create it. I did not make the 2d graphic design. I did supervise its creation though.	XSI
34	Modeling	Personal	These are examples of personal models I have created.	Maya, XSI, Modo, Silo, Zbrush

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