

Shot Break Down

Demo Reel v.2

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Massive Complex Brain

The first half of this demo is showing how the agents move correctly in orientation to the ground plane. I used Massive vision so that the box agents will come close to each other but before they run into each other they slow down and turn. The vision also helps because if the agents get too far away they turn until they see another agent and then proceed toward them.

The second half is a shot of the complex brain and you can see the logic that went behind this brain creation.

Blue Pill Mel Script

I created this script for the simple reason of helping the pipeline move along faster. When getting motion capture files from the lab into Massive can be a painful process. Once you export the .fbx from motion builder into Massive it comes with a bunch of extra junk and a complete mislabeled skeleton. What this script does is allows you to quickly rename the skeleton and cleans up the mess so that your motion is ready for Massive.

Palm Tree

This was a project that was a combined effort of texturing, fur, and compositing. I first modeled the palm and then added all of my own custom textures. After the textures were in place I added the fur system, then I rendered out several layers and composited them back together in Shake to get the palm as close to photo real as possible.

Flamethrower Super Soaker

The final piece in my demo reel is a demonstration of particles. I modeled, textured, and lit the model in Houdini. Then I used a popnet with velocity and wind to simulate the flammable liquid that was now on fire. Once the particles were set, I converted to metaballs. Then I applied a multilayered x-ray Vex shader to add color and glow to the flame.