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REEL BREAKDOWN



(1) Sonic the Hedgehog | MPC Film

- Simulated the seaweed on Sonic's head (nCloth)
- Simulated the grass in the background, which was blended in comp (Furtility)
- Simulated the quills in Sonic's head (nCloth)
- Finaled the animation to avoid interpenetration (Maya)



(2) Sonic the Hedgehog | MPC Film

- Transferred and readjusted the simulation setups used in this shot from fully grown Sonic to baby Sonic (nCloth, Furtility)
- Simulated the fur on Sonic's body (Furtility)



(3) Sonic the Hedgehog | MPC Film

- As with shot #2, transferred and readjusted the simulation setups used in this shot from fully grown Sonic to baby Sonic (nCloth, Furtility)



(4) Loki | Method Studios

- Simulated the clothing (Vellum)
- Simulated the spikes on the arms and the shoulder pads as soft bodies (Vellum)
- Simulated the belt as a soft body (Vellum)



(5) Sonic the Hedgehog | MPC Film

- Simulated the chains that Sonic was kicking around (nHair)



(6) Sonic the Hedgehog | MPC Film

- Simulated the seaweed on Sonic's head (nCloth)
- Simulated the quills in Sonic's head (nCloth)
- Finaled the animation to avoid interpenetration (Maya)



(7) Sonic the Hedgehog | MPC Film

- Simulated Sonic's fur (Furtility)



(8) Halo Infinite - The Banished Rise | Method Studios

- Shot sculpted the mud on the beard to follow the beard (Maya)
- Matched the glitch effects from the shot onto the caption (Nuke)



(9) Sonic the Hedgehog | MPC Film

- Context for shot #10



(10) Sonic the Hedgehog | MPC Film

- Simulated Sonic's fur (Furtility)



(11) Sonic the Hedgehog | MPC Film

- Simulated the seaweed on Sonic's head (nCloth)
- Simulated the quills in Sonic's head (nCloth)
- Finalized the animation to avoid interpenetration (Maya)



(12) Bloodshot | Atomic Fiction (Method Studios)

- Simulated the clothing on both digi-doubles: Ray Garrison (left) and Marcus Tibbs (right) (nCloth)
- Shot sculpted the shirt zipper on Ray's clothes to be partially closed (Maya)
- Shot sculpted Ray's cloths for more realistic muscle shaping (Maya)



(13) Loki | Method Studios

- For context, the animation for the timekeepers (wearing yellow) during these short action shots was all from a single long animation cycle. Another artist did the simulation so we could reuse it for each shot.
- I developed the tools to automate the process of extracting the relevant cut of the simulation and exporting it with QC renders. Each shot could be finished with one simple command based on an animation cycle offset.



(14) Loki | Method Studios

- The basis for this shot is the same as shot #13.
- There were issues with the bottom of the right-most timekeeper's clothing, so I've finalized it to look more realistic (Houdini).



(15) Sonic the Hedgehog | MPC Film

- For context, many shots in the film are of Sonic sitting and talking next to an open truck window. These shots required repetitive fur and quill simulation (Furtility, nCloth).
- I fixed up an existing tool for copying simulation settings to multiple shots, then tweaked shots where adjustments were required.



(16) Sonic the Hedgehog | MPC Film

- Simulated the pennants (nCloth)
- Simulated the pennant string (nHair)
- The string leading to the fan was adjusted in compositing.



(17) Loki | Method Studios

- Simulated the clothing (Vellum)
- Simulated the spikes on the arms and the shoulder pads as soft bodies (Vellum)
- Simulated the belt as a soft body (Vellum)



(18) Sonic the Hedgehog | MPC Film

- Simulated Sonic's fur (Furtility)



(19) Sonic the Hedgehog | MPC Film

- Simulated the quills on Sonic's head (nCloth)
- Finalized the animation on Sonic's spikes (Maya)

Thank you for your time and consideration!