

Bill La Barge Demo Reel Shot Breakdown

| Shot # | Project | Task | Software |
|--------|--------------------|--|----------------------------|
| 1 | Watchmen | Glass palace: entire palace procedurally built and animated. Implemented particle system based and level-set based collision avoidance for palace subcomponents. Participated in design of glass palace. | Houdini |
| 2 | Spider-Man 3 | Particle animation, 3D lighting | Houdini, Katana, RenderMan |
| 3 | Spider-Man 3 | Particle animation, 3D lighting | Houdini, Katana, RenderMan |
| 4 | Spider-Man 3 | Particle animation, 3D lighting | Houdini, Katana, RenderMan |
| 5 | Spider-Man 3 | 3D lighting | Katana, RenderMan |
| 6 | Watchmen | Glass palace procedurally animated. | Houdini |
| 7 | Watchmen | RBD simulation | Houdini, ODE RBD solver |
| 8 | Beowulf | Beer mead simulation and polygonization | Houdini, SPH CFD solver |
| 9 | Beowulf | Beer mead simulation and polygonization | Houdini, SPH CFD solver |
| 10 | Beowulf | Beer mead simulation and polygonization | Houdini, SPH CFD solver |
| 11 | Beowulf | Beer mead simulation and polygonization | Houdini, SPH CFD solver |
| 12 | Beowulf | Water simulation and polygonization | Houdini, SPH CFD solver |
| 13 | Beowulf | Beer mead simulation and polygonization | Houdini, SPH CFD solver |
| 14 | Matrix Revolutions | Procedural sentinel animation | Houdini |
| 15 | Matrix Revolutions | Procedural sentinel animation | Houdini |
| 16 | Spider-Man 2 | Glass RBD simulation | Maya |
| 17 | Spider-Man 2 | Brick wall RBD simulation, debris, dust | Maya |
| 18 | Spider-Man 2 | Glass RBD simulation | Maya |
| 19 | Spider-Man 2 | Glass RBD simulation | Maya |
| 20 | Speed Racer | Sparks, dust | Houdini, RenderMan, Splat |
| 21 | Speed Racer | Sparks, dust | Houdini, RenderMan, Splat |
| 22 | Speed Racer | Sparks, dust, safety bubble | Houdini, RenderMan, Splat |
| 23 | Speed Racer | Heat distortion, dust | Houdini, RenderMan, Splat |
| 24 | X-Men 2 | Volumetric environment, floating people | Maya, Partman |
| 25 | X-Men 2 | Volumetric environment, floating people | Maya, Partman |
| 26 | Zathura | Meteors & smoke | Houdini, RenderMan |
| 27 | Zathura | Meteors & smoke | Houdini, RenderMan |
| 28 | Zathura | Meteors & smoke | Houdini, RenderMan |
| 29 | Zathura | Meteors & smoke | Houdini, RenderMan |
| 30 | Zathura | Meteors & smoke | Houdini, RenderMan |
| 31 | Watchmen | Glass palace animation | Houdini |
| 32 | Thirteen Days | Missile fire & smoke simulations, 3D lighting | Maya, Slim, RenderMan |
| 33 | Thirteen Days | Missile fire & smoke simulations, 3D lighting | Maya, Slim, RenderMan |
| 34 | Thirteen Days | Missile fire & smoke, plane exhaust, 3D lighting | Maya, Slim, RenderMan |
| 35 | The Aviator | Plane exhaust | Houdini, Splat |
| 36 | The Aviator | Plane exhaust | Houdini, Splat |
| 37 | The Aviator | Plane exhaust | Houdini, Splat |
| 38 | The Time Machine | Ground breaking & erosion | Maya, Slim, RenderMan |
| 39 | The Time Machine | Ground breaking & erosion | Maya, Slim, RenderMan |
| 40 | Spider-Man 3 | IBR pipeline. UV layout for James Franco, implemented pipeline for texture projections and compositing. | Maya, RenderMan |
| 41 | Spider-Man 3 | IBR: UV layout for Thomas Hayden Church, composited texture projections from 6 different cameras | Maya, RenderMan, Shake |

Software Notes:

Katana is a proprietary lighting software package (Sony).

Splat is a proprietary sprite renderer (Sony).

Partman is a proprietary particle and volume renderer (Cinesite).