

**Josh Hatton**  
**Commercial and Film VFX**  
**Shot Breakdown**

L&M	Commercial spot of CG fiber optics done with Houdini/Mantra
Wrigley's Gum	As Commercial Lead, particle effects done with Houdini/Mantra
The Day The Earth Stood Still	Dust fluid sim, nanoswarm particle effects, debris in Maya.
300	Explosive particle effects and debris, just a small part of what I did on that film
AVP: Requiem	Nuclear blast effects done with Maya Fluids, volume shaders, and particles. Hospital destruction also includes Paint FX instances and procedural shattering
Shooter	CG smoke added to practical chopper using Maya particles
FF2: Rise of the Silver Surfer	CG rotors and debris, Invisible Girl's force field effect using deforming geometry and custom shaders
X-Men 2	Storm's tornado, Maya particles
Wrigley's Gum	Particle swarm and volumetrics done with Houdini/Mantra
AVP: Requiem	CG smoke trails, impact dust and debris using particles and custom volume shader
Jumper	Bubbles and underwater jump effect using particles and Maya fluids
Benjamin Button	Lead Effects TD, established reallflow pipeline for steamboat sequences
X-Men Origins:	Sequence Lead and effects artist, particles and simulations done using Maya and Houdini
Verizon	Debris and dust to augment building transformation, Houdini
Liberty Mutual	Commercial Lead, CG aumentation of practical debris, rigid body simulations with keyframed animation, lighting done in Maya/mental ray.
Bundaberg	Supervisor, set extension, monolith bottle and golden doves done with Houdini/Mantra