Vicky McCann

Demo Reel Breakdown

		start / duration
1.	Star Trek, 2009 (chq: cf300)	0:11:79 / 0:07:09

1. Star Trek, 2009 (chq: cf300) 0:11:79 / 0:07:09
Particle simulation and rendering - heat trail behind bike, dust on road
Matched practical dust (cg dust is on screen right)

2. Star Trek, 2009 (chq: jp1050) 0:18:96 / 0:04:11
Particle simulation and rendering - smoke plumes, smolder, haze

3. Transformers, 2007 (trans: rt220) 0:23:04 / 0:03:77
Rigid body simulation - falling debris

4. Transformers, 2007 (trans: tb020) 0:26:96 / 0:03:96
Rigid body simulation - Soundbyte's neck cables

5. Transformers, 2007 (trans: tb030) 0:31:04 / 0:07:42
Rigid body simulation - Soundbyte's neck cables

6. Pirates of the Caribbean 2, 2006 (p2: dg225) 038:40 / 0:03:93
Rigid body dynamics - Ogilvey's hook
Cloth simulation and shape correction - Quittance, Ogilvey, Palifico

7. Pirates of the Caribbean 2, 2006 (p2: wf400) 0:42:42 / 0:03:47
Rigid body simulation - whip, Davy Jones' tentacles
Flesh simulation – Davy Jones' tentacles
Cloth simulation and shape correction - Dutchman creatures

8. Pirates of the Caribbean 3, 2007 (p3: jd010) 0:46:08 / 0:01:34
Maelstrom particle simulation and rendering - spray, mist, and bubbles
Render tests for look development on both ships - the Flying Dutchman and the Black Pearl

9. Pirates of the Caribbean 3, 2007 (p3: fd024) 0:47:42 / 0:03:16
Particle simulation and rendering - rain off sails and beam

10. Pirates of the Caribbean 3, 2007 (p3: fd031) 0:50:62 / 0:01:02
Maelstrom particle simulation and rendering - spray, mist, and bubbles
Particle simulation and rendering - water spilling off Black Pearl

11. Pirates of the Caribbean 3, 2007 (p3: fd034) 0:51:63 / 0:02:34
Maelstrom particle simulation and rendering - spray, mist, and bubbles
Particle simulation and rendering - water spilling off Black Pearl

12. Pirates of the Caribbean 2, 2006 (p2: fd400) 0:53:99 / 0:01:84
Rigid body dynamics, flesh simulation, and shape correction - Davy Jones' tentacles
Cloth simulation - seaweed on Davy Jones' hat (hat salad)

13. Pirates of the Caribbean 2, 2006 (p2: fd022) 0:55:82 / 0:01:45
Particle simulation and rendering - rain off sails and beam

14. Pirates of the Caribbean 2, 2006 (p2: dp390) 0:57:24 / 0:01:96
Rigid body dynamics, flesh simulation, and shape correction - Davy Jones' tentacles (beard only)
Cloth simulation and shape correction - Davy Jones' shirt and coat

15. Pirates of the Caribbean 2, 2006 (p2: wf280) 0:59:25 / 0:05:80
Rigid body dynamics, flesh simulation, and shape correction - Davy Jones' tentacles
Cloth simulation - seaweed on Davy Jones' hat (hat salad)

16. Harry Potter 3, 2004 (hp3: df02)   1:05:05 / 0:04:16
    Cloth simulation and shape correction - 9 dementors

17. Harry Potter 3, 2004 (hp3: df07)   1:09:24 / 0:03:39
    Cloth simulation and shape correction - 12 dementors

18. Harry Potter 3, 2004 (hp3: qd43m)   1:12:59 / 0:04:48
    Cloth simulation and shape correction – 2 dementors

19. Van Helsing, 2004 (van: bts110)   1:17:10 / 0:08:40
    Cloth simulation - wings of vampire brides
    Hair simulation - vampire bride that comes in from screen right

20. Van Helsing, 2004 (van: cfl100a)   1:25:63 / 0:04:06
    Cloth simulation - pygmy bat wings

21. Van Helsing, 2004 (van: ctc045a)   1:29:72 / 0:06:78
    Cloth simulation - vampire bride wings, coach curtains

22. Van Helsing, 2004 (van: vwa045a)   1:36:49 / 0:01:93
    Fur simulation - Velkan wolf

23. Van Helsing, 2004 (van: ctc102)   1:38:41 / 0:02:20
    Fur simulation - Velkan wolf

24. Rush Hour 3, 2007 (rh3: fl210)   1:40:67 / 0:02:30
    Cloth simulation with target constraints - flag/parachute

25. Rush Hour 3, 2007 (rh3: fl270)   1:43:10 / 0:02:39
    Cloth simulation with bullet plucking - flag/parachute

26. Pirates of the Caribbean, 2003 (pir: mf15950)   1:45:39 / 0:11:80
    Cloth simulation - Mallot and Grapple

27. Pirates of the Caribbean, 2003 (pir: pa16955)   1:57:22 / 0:05:54
    Cloth simulation and shape correction - Tiller

28. Pirates of the Caribbean, 2003 (pir: bc17610) Part 1   2:02:77 / 0:01:80
    Cloth simulation and shape correction - all pirates

29. Pirates of the Caribbean, 2003 (pir: pa16965)   2:04:75 / 0:03:31
    Cloth simulation and shape correction - Blind Pete, Scrubs, Twigg (in fg)

30. Pirates of the Caribbean, 2003 (pir: bc17610) Part 2   2:08:27 / 0:24:22
    Cloth simulation and shape correction - all pirates
    Hair simulation - Pintel & Ragetti
      - 889 frame battle sequence
      - 11 background pirates
      - 2 hero foreground pirates (Pintel & Ragetti)

31. Pirates of the Caribbean, 2003 (pir: ms06712)   2:33:70 / 0:01:81
    Cloth simulation and shape correction - 3 drumming pirates

32. Pirates of the Caribbean, 2003 (pir: up15920)   2:35:54 / 0:07:01
    Cloth simiulation - pirates walking under water
    Simulation elements include hats, vests, shirts, pants, boots, sash, and flesh.

33. Fun - Pirates Jig, 2006   2:58:83 / 0:25:08
    Cloth simulation and corrective shaping