

## VFX with particles: Basic pops or straight to the shelf tools

Annotated Bibliography

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Cgw.com. (2014). Computer Graphics World - 'Noah' birds and other effects. [online] Available at: <http://www.cgw.com/Press-Center/In-Focus/2014/For-the-Birds-Digital-Flocks-in-Noah.aspx> [Accessed 6 May 2017].

(Cgw.com, 2014)

Look Effects' Dan Schrecker, VFX supervisor, and Dave Zeevalk, 3D supervisor discuss the studio's work on *Noah*. Discuss how they used a special flocking system for the distant birds and with that they could instance/populate up to two million birds on the points in the flocking simulation.

Martin, A. (n.d.). particles. [online] Worcester Polytechnic Institute. Available at: <https://web.cs.wpi.edu/~matt/courses/cs563/talks/psys.html> [Accessed 6 May 2017].

(Martin, n.d.)

Detailed informations from Allen Martin about particles. Here is all the informations about what attributes are stored in the points such as velocity, position, age and size. Martin talks about how W. T. Reeves used particles to create trees and how C. W. Reynolds used particle systems to create flocking birds.

sidefx. (2010). Cinesite - Clash of the Titans. [online] Available at: <http://Cinesite - Clash of the Titans> [Accessed 24 Apr. 2017].

(sidefx, 2010)

Cinesites work on the big scorpion desert scene on the film *Clash of the Titans*. Everytime the scorpions legs hit the ground the ground emitted particles (this allows them to visualize the movment) and those particles were later converted into smoke and the a geometry was instanced on each particle. This process shows how the same particle simulation can be used multiple times for different effect.

## References

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