

# Angelo Stanco

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## Breakdown:

### Lightyear (00:00)

- Backpack Thrusters look development and shot work for all sequences, shot work included pyro exhaust rig
- Buzz Blaster look development and shot work, rig was also used by other artists for ship blasters, cannon blasters and Zurgs laser. Worked with multiple departments to lighting achieve proper look.
- Sparks shot work

### Elemental (00:17)

- Background fire character rig propagation
- Bernie cough rig development, needed to come up with a look for his coughing
- Ember Angry look development, took master fire rig and altered it to get Angry look

### Ruby Gillman : Teenage Kraken (00:38)

- Environmental Currents, developed and altered rig for wide shots of the currents. Currents consisted of a procedural, and rbd / volumetric setup which needed to match art keys for the sequence.
- Ocean Water and Mermaid Water hair, took the rig, altered it for my shot work, needed to match art and technical direction
- Underwater volumetric hair and dust setup for other sequences

### Trolls 3 : Band Together (00:51)

- Iron glitter one off rig for cut sequence, used volumetric and instancing system. Needed to match art keys.
- Nitro burn look development and rig for packet of shots. Needed to make a flexible rig to cut between four very different shot angles. Needed to match and work with art director to achieve a look for the effect.
- Glitter take off look development, needed a take off effect that fit into the trolls world, combination of volumetric, procedural line work and instancing system to achieve the look

### Cars : On the Road (00:58)

- Mater Thruster look development and shot work for all episode
- Pulled Cars 3 dust rig and altered it to work with the entire show, used by artist across the show
- Blowtorch look development
- Environment destruction for tow hook - needed to pull the used asset and reinstall it fractured and animated
- Campfire lookdev pulled from Luca and altered through out the show

### Luca (01:15)

- Pebbles rig shot work
- Fountain art directed / specific interaction shot work
- Tree Leaf / Spit point instancing shot work
- Bubbles / Ocean Soot / Rock interaction shot work
- Character Rain rig shot work

### The Meg (01:44)

- Water Particulate interaction rig used throughout the show
- Skin and Flesh tearing using FEM shot work
- Pyro Blood / Thermal smoke and particulate rig
- Engine and Bubble explosions rigs using a pyro advection setup

### Angry Birds 2 (02:06)

- Ocean surface interaction setup and shot work on a ocean spectrum surface
- Carrot cutting / Projection interaction / Water Spit one off shot work

### Diablo Game Cinematic (02:25)

- Torch Fire and Smoke shot work

### Spiderman : Into the Spideverse (02:30)

- Pyro plume sim and layout shot work
- Stylized spray paint / Yoga ball destruction setup and shot work
- Dot rig sims and placement for shot work

#### Smallfoot (02:47)

- Tree snow destruction and wire simulation rig development and shot work
- Snowmobile interaction shot work
- Feet interaction shot work, pulled from a few rigs to develop the same look and feel
- Used an altered, smaller scale tree and pyro simulation for the wipe shot

#### Interstellar (03:08)

- Mist and Spray shot work on big wave
- Snow filler rig development and shot work

#### Alice Through the Looking Glass (03:21)

- Lighting and sparks shot work on time machine
- Environment crumpling and leaf dying/falling rig and shot work
- Ring of fire/ ground smoke interaction rig and shot work

#### Hotel Transylvania 2 (03:31)

- Cloth Cape sim

#### The Seventh Son (03:33)

- Net Interaction rig and shot work

#### Exodus (03:37)

- Pyro plume sim and layout shot work
- Road and path pyro dust rig and shot work

#### Power Rangers (03:42)

- Thruster rig development and shot work
- Character dust rig development and shot work

#### Spiderman: Homecoming (03:49)

- Prop wash rig development and shot work
- Small drone pyro / volume rasterize rig and shot work