GANTZ: O FX Reel | Cut Sheet

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Unless noted, every FX cuts are composited in After Effects and rendered with Vray in Maya.

FX works are rendered and composited by the FX artists which are delivered to the Comp team who will integrate it into the final beauty render passes.

Cut	Task
	- Blood trail and spray/mist spurting out from the exploded head (blood trail sim that interact with the floor and glass wall done by another artist) - Sim with RealFlow and FumeFX
	- Blood texture on the lamp (blood splatter texture on the ceiling done by another artist) - Hand painted in Photoshop using custom brush
	- Blood dripping created with 3dsmax Pflow and exported to Maya as FBX format for rendering - Blood ripple sim in RealFlow which are imported into Maya to generate a normal map image sequence for the blood texture on the floor - Fog using ready-made asset by Digital Frontier (DF) Japan

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- Blood impact on both youkai (creatures)

- Sim in RealFlow

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- Blood impact/pooling when the Big Head Youkai roll over the smaller youkai

- Sim in RealFlow

- Trail smoke as Big Head Youkai leap. Sim with FumeFX in 3dsmax

- Fog using ready-made asset by DF Japan

- Blood impact sim in RealFlow with a custom in-house plugin (total of three emitters for each blood streak)

- Additional meat debris emitted using nParticles in Maya (meat debris asset provided by modelling team)

- Impact lighting pass for fog, blood, meat debris and characters/backgrounds (CHBG)

- Impact sparks using ready-made asset by DF Japan
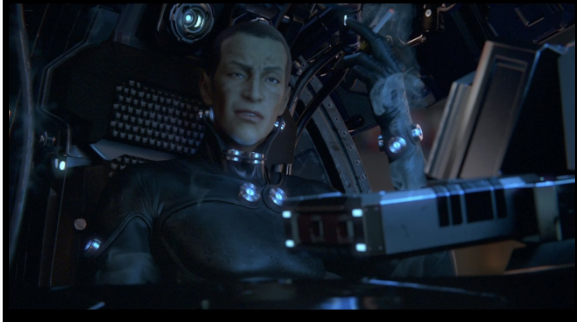
- Fog using ready-made asset by DF Japan

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- Cigarettes smoke sim with FumeFX in 3dsmax

- Based on a ready-made asset by DF Japan which are further customised for faster sim time and iteration

- For this cut, there are two FumeFX containers for faster sim time/iteration, reduce cache size and flexibility in compositing stage

- Cigarettes smoke sim with FumeFX in 3dsmax

- Based on a ready-made asset by DF Japan which are further customised for faster sim time and iteration

- Uses non-renderable geometry to sculpt the smoke trail to achieve the desire result

- Fog using ready-made asset by DF Japan

- Blood impact sim in RealFlow

- Impact lighting pass for blood and characters/ backgrounds (CHBG)

- Impact sparks using ready-made asset by DF Japan

- Blood slash sim in RealFlow

- Blood slash sim in RealFlow (continuation of the same sim from the above cut)

- Blood slash sim and retime in RealFlow

- Some blood streaks are sim in RealFlow in a linear straight path which are lattice deformed in Maya to achieve the desire result

- Fog using ready-made asset by DF Japan

- Blood slash and pouring sim in RealFlow (separate sim from the above cut even though it is a continuation from it)

- Fog using ready-made asset by DF Japan

- General blood splatter shape sim in RealFlow

- Blood trail and other blood splatter shapes animated in Nuke using RotoPaint and projection on PVC curtain geometry which are rendered for use in After Effects

- Drool sim in RealFlow using a modified drool asset by DF Japan for faster sim/iteration

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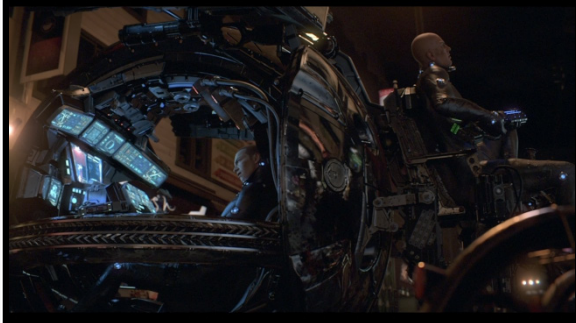

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- Landing smoke when Suzuki fall down to the ground (not very noticeable in the final shot)

- Fog using ready-made asset by DF Japan

- The volumentric flash light from the SDF soldiers are a separate FX done by DF Japan

- Blood pooling in RealFlow (beneath the Tengu's foot from the crushed SDF soldier) which are not very noticeable in the final shot...

- Landing smoke when Kato fall down to the ground (not very noticeable in the final shot)

- Fog using ready-made asset by DF Japan

- Blood trail and pouring sim in RealFlow

- Uses several emitters to achieve the blood scatter effects as it falls down to the ground

- As the blood particle sim that are closeup to the camera jitters on the ground (due to tight schedule which prevent the use of very high substeps), a static mesh of the blood puddle was duplicated and the jittered blood particle sim mesh swapped out to ensure the blood mesh doesn't flicker

- Fog using ready-made asset by DF Japan

- Sparks using ready-made asset by DF Japan

	- Motion capture cleanup in MotionBuilder and railing animation
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	- Hand and arm posing in MotionBuilder
	- Motion capture cleanup in MotionBuilder and railing animation
	- Motion capture cleanup in MotionBuilder and additional keyframe animation
	- Sparks and ashes using ready-made asset by DF Japan

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	- Sparks and ashes using ready-made asset by DF Japan
	- Motion capture cleanup in MotionBuilder and subtle keyframe animation for the wrist
	- Sparks and ashes using ready-made asset by DF Japan (for the news broadcast scene on the TV)