

Joseph Parker

CG Generalist

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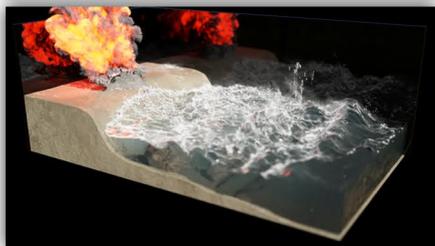
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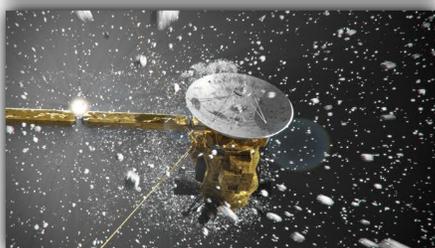
Army Man Match

The army man was modeled with Maya and Mudbox. It was then converted into particles with the center being given lower viscosity values that increased over time. This allowed the center to react like melted liquid to velocity forces. The pyro explosion was driven by the velocity of the army man particles. Deep compositing was used as it allowed for greater control in post over the depth of field. The scene was lit with a single HDRI that I created at the scene where I also took the background photo.



The Beach

The pillbox was modeled in Maya and textured in Photoshop while the rocks were generated in Houdini. Houdini was used for the fluid, fracturing and explosion effects with RenderMan being used for the rendering. The water consists of a meshed flip fluid sim, whitewater particles converted to VDB, and pyro smoke for the mist. The explosion is driven by the velocity of the fractured geometry.



Cassini

A field of particles was created and given velocity in the direction of Cassini. Asteroid geometry was assigned to each particle and given random rotation and scale values. On collision with Cassini, a particle would be killed while birthing a number of particles that would have smaller asteroid geometry attached to them. These particles would also on their birth generate more particles that would be assigned sprite shaders to simulate dust. Modeled with Maya, textured with Photoshop, and composited in Nuke.



McLaren MP4-26

This project was an as close to accurate representation of the McLaren MP4-26 as possible. Since there are no accurate blueprints of the car, I relied solely on reference images and some mock up orthographic images. The modeling was done with Maya and was rendered with RenderMan. Photoshop was used for the textures.



M60A1 Patton

Modeled in Maya using blueprints and reference images and textured in Mudbox using a single 4k texture. Turntable was rendered using RenderMan.



Snow Globe

This is an example of the, "early worm getting the bird." All assets were modeled with Maya and textured with Photoshop. Fingerprint smudges were added to the glass to keep the dome from looking too perfect and clean. The grass was created using XGen in Maya, and the final scene was rendered with RenderMan.



Procedural Arrows

Created entirely in Houdini, this is a procedural arrow generator. The file features a number of parameters to control the amount of arrows created and their penetration depth as well as the number of particles generated upon impact. Sprites were used to render the smoke. Rendered with Mantra and composited in Nuke.

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Expression Controlled Animation

This was created in Houdini and the animation is driven by expressions. Rendered in Mantra.