CINEMATIC FOR PLARIUM MOBILE GAME «TERMINATOR GENISYS: FUTURE WAR»

1 - Intro

2 - Terminator Head

3 - Night Battle

4 - Car Chase

5 - Nuke Explosion

6 - Camera Flight
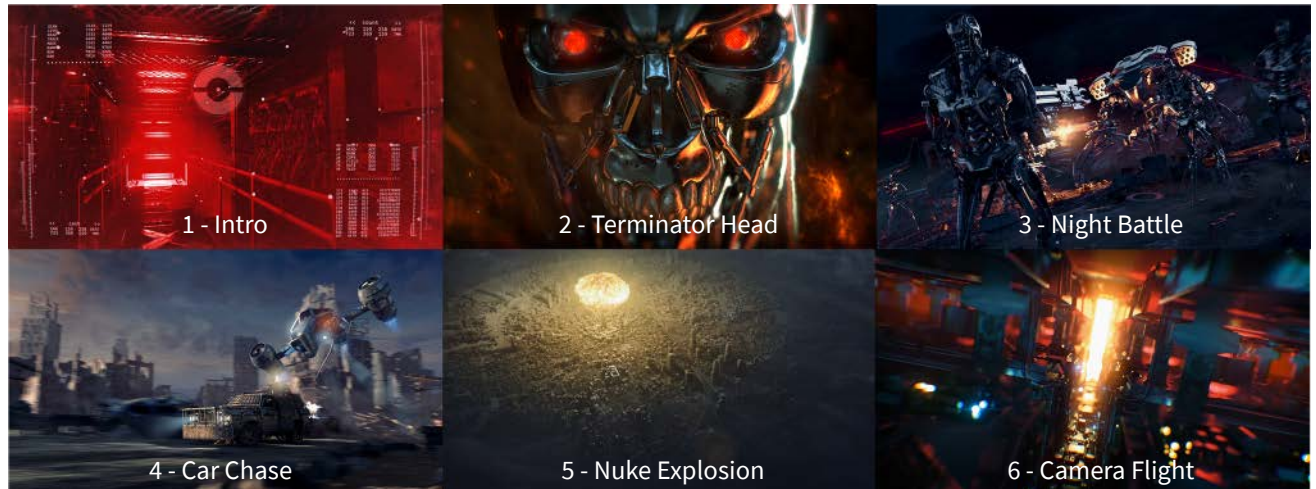
In this project, I was responsible for all the VFX and for the complete production of shots 3,4 and 5.

1. In this specific shot, I did motion design, compositing in After Effects, and camera animation in 3ds Max.

2. In the terminator head shot I simulated fire using FumeFx and rendered it with VRay

3. In the night battle shot, I did everything except character modelling and character animation.
   Scene assemble, lighting, shading, rendering, compositing, all VFX. All VFX for this shot was simulated and rendered in Houdini using Arnold. The scene assembled in 3dsMax and rendered with VRay.
   Compositing was done in Nuke using deep exr.

4. It is almost the same thing with the car chase sequence. All pieces were made by me except the modelling.
   Scene assemble, car and ship animation, lighting, shading, rendering, compositing, and all the VFX.
   VFX for this shot was simulated and rendered in Houdini using Arnold. The scene was assembled in 3dsMax and rendered with VRay. Compositing was done in Nuke using deep exr.

5. In this shot with the nuke explosion, I simulated mushroom cloud and shock wave using FumeFX and rendered it with VRay.

6. Here I made the camera animation and final compositing in After Effects.

CINEMATIC FOR PLARIUM MOBILE GAME (NOT YET RELEASED)

1 - Rift scene
2 - Rift scene
3 - Woods scene
4 - Coach fall
5 - Flying Islands
6 - Closing scene

This project was our small team's first completely switching to Houdini and Arnold. Here we had to deal with a lot of geometry in the environment such as forest and grass. All this required the creation of a new toolkit on which I worked. As a result, such tools as HScatter, HCollector, HExchanger, HShots, HMerger, and HSequenceJoin were born. You can download them on my website www.CG-FED.com

In addition to this, I was responsible for all of the VFX, clothing simulation (Houdini grain solver), and all other aspects of creating shots 3, 4, and 5 except modelling.

1 and 2. In the shots with the ground being torn, I've assembled the scene in Houdini, lighted and shaded it, done the clothes simulation as well as the rift simulation. I rendered the scene using the Arnold. Here the tool I used was my HScatter asset, which allowed me to quickly scatter the geometry instances, randomize shading and instances, and glue it to the surface of simulated geometry pieces.

3, 4, 5. In these shots, I assembled the scene using my HScatter tool. Everything was done by me except modelling. Scene assembling, Lighting, Shading, Rendering, Compositing(Nuke), Particles, and Volumetrics.

6. In that shot, I did the hair shading and simulation and rendered it with Arnold.

FEDOR NOVIKOV

LUKOIL CORPORATE VIDEO

In this project for the Lukoil oil company, I was responsible for Motion graphics, UI animation, partially keying and compositing.
All the interface elements were done in After Effects, as well as the planet where in addition to that I used 3DS Max.
There was a lot of keying and camera tracking. For that type of work I used Nuke.
Final compositing was done in After Effects.

LOGO SHOT FOR PLARIUM GAME «THRONE: KINGDOM AT WAR»

This shot for the «Throne: Kingdom at War» game was my first test experience using Houdini and Arnold in Plarium.
In this shot, I did everything except modelling.
The scene was assembled in Houdini and rendered with Arnold.
Dust, fire, and burning foil were simulated in Houdini.
The final compositing was done in Nuke.

SAMSUNG PRESENTATION

This short video for Samsung presentation was done in freelance together with the art director Nikolai Kuliakhtin.
He provided concepts which I brought to life. For the production I used 3dsMax, VRay and After Effects.