

Diana Li

Houdini FX Artist

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Created secondary splashes off of the foreground teeth and secondary mouth splashes using Flip Fluid particles in Houdini.

Houdini



Created a base splash Flip sim around the foreground teeth and converted to wisps volume with Rhythm & Hues proprietary volume tool Felt.

Houdini | Felt



Created ocean sprays and mist in the background for the massive fish crowd. Generated tuna runoff with Flip simulation and made misty element using Rhythm & Hues proprietary volume tool Felt. Created underwater churn and detritus.

Houdini | Felt



Created ocean sprays and mist in the background for the massive fish crowd. Generated ripples from fish hitting the water with Rhythm's proprietary 2D ripple system. Created and maintained OTL for generating water trails after the fish and splashes from fish hits.

Houdini | Felt | iWave



Created smoke plumes with particles and rendered with Storm. Simulated fire with Houdini Pyro system.

Houdini | Storm | Nuke



Created destruction of the bird using Drop, Digital Domain's proprietary rigid body simulation in Houdini. Created debris, feathers, muzzle flashes and bullets with particles. Created heat distortion with particles and rendered with storm.

Houdini | Storm | Nuke



Created engine thrusters for all deception ships by rendering velocity as lines and compositing with heat distortion pass. Blocked building destruction using Drop, Digital Domain's proprietary rigid body simulation in Houdini. Also responsible for background sparks off of the building.

Houdini | Storm | Nuke

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Created simulation of teeth breaching water and generated secondary splashes, foam, and churn.

Houdini



Created engine thrusters for all deception ships by rendering velocity as lines and compositing with heat distortion pass.

Houdini | Storm | Nuke



Created smoke plumes with particles and rendered with Storm. Simulated fire with Houdini Pyro system. Created muzzle flashes and tracers with particles. Blocked building destruction using Drop, Digital Domain's proprietary rigid body simulation in Houdini.

Houdini | Storm | Nuke



Created smoke plumes with particles and rendered with Storm. Created muzzle flashes and tracers with particles.

Houdini | Storm | Nuke



Created smoke plumes with particles and rendered with Storm.

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Created ocean sprays and mist in the background for the massive fish crowd. Generated ripples from fish hitting the water with Rhythm's proprietary 2D ripple system. Created and maintained OTL for generating fish water trails and splash hits, and scales on Pi's body.



Houdini | Felt | iWave



Created additional splashes in POPs to help fill in the gap.

Houdini



Created and maintained OTL for generating fish water trails and splash hits, and scales on Pi's body.

Houdini



Created swirling wind effect with procedural setup in Houdini.

Houdini