

Showreel 2014 VFX Breakdown Sheet

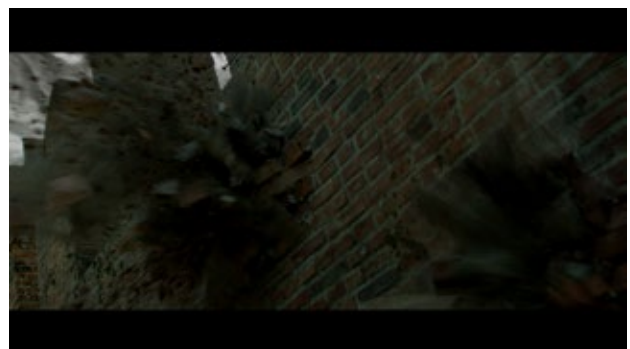
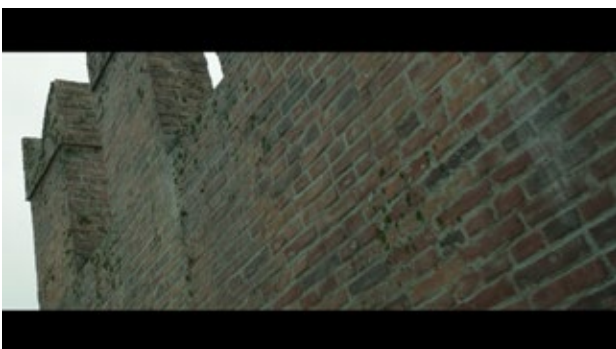
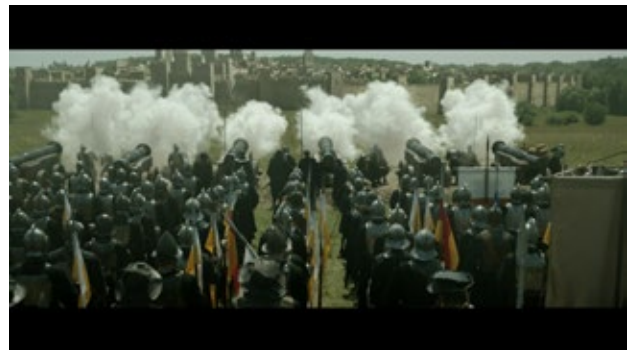
00:02 - 00:10

| Borgia Season 3 (2014)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Cannon Blasts (Pyro, Lighting/Shading), Wall Impacts (RBD, Pyro, Particles, Lighting/Shading), Wall Collapse (RBD, Pyro, Particles, Lighting/Shading all Elements)



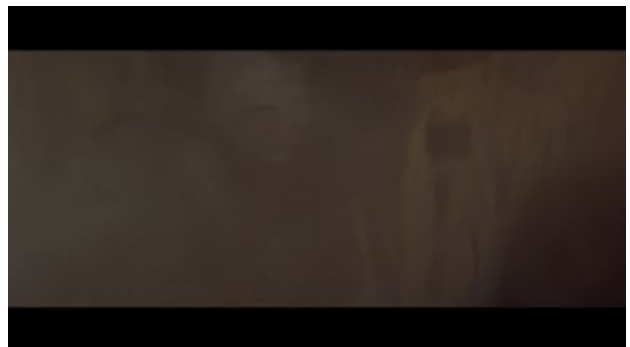
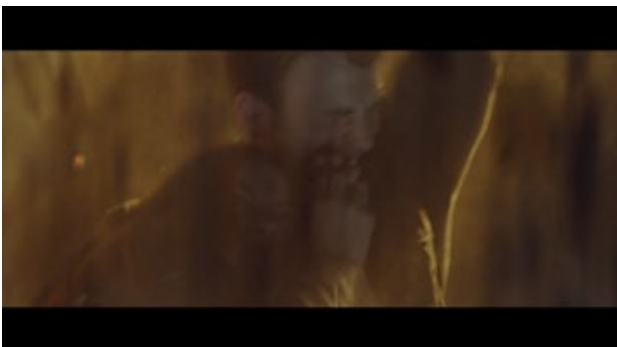
00:11 - 00:21

| Captain America Winter Soldier (2014)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Room Destruction (RBD, Particles), Falling Debris e.g. columns (RBD), Lighting/Shading, Deep Rendering Setup



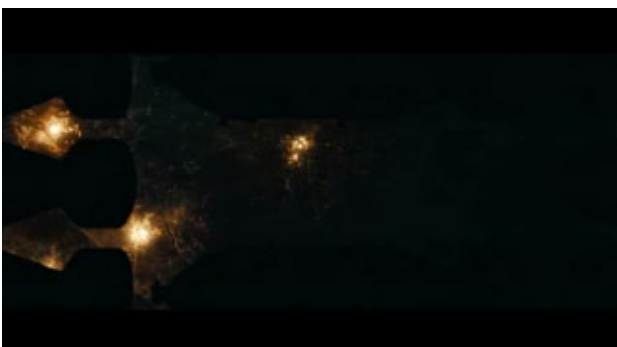
00:22 - 00:24 | 00:29 - 00:34 | 01:22 - 01:25

| The Bookthief (2013)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Ground Explosions (Pyro), Lighting/Shading , Snow (HDA)



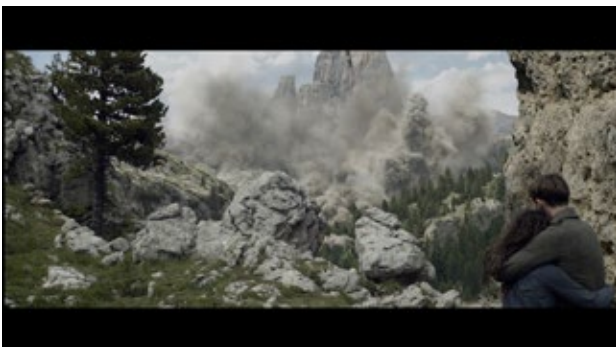
00:25 - 00:28 | 00:58 - 01:01 | 01:09 - 01:12

| The Silent Mountain (2014)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Ground Explosions (RBD, Pyro, Particles), Collapsing Trees, Pyroclastic Dust (Pyro, Particles),
Lighting/ Shading



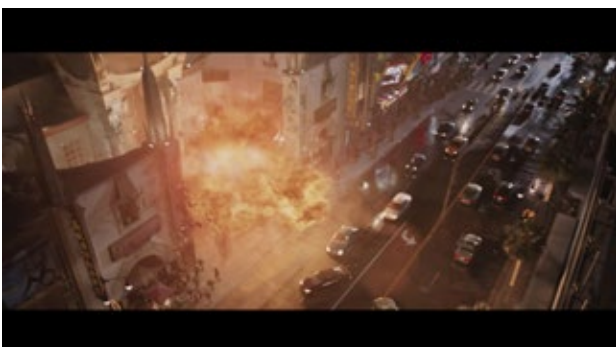
00:36 - 00:43 | 01:26 - 01:29

| Iron Man 3 (2013)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Wall/Pagode Destructions (RBD), Lighting/Shading , Ash (Particles, Pyro)



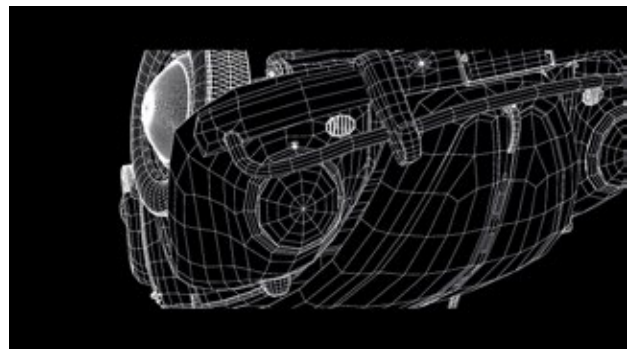
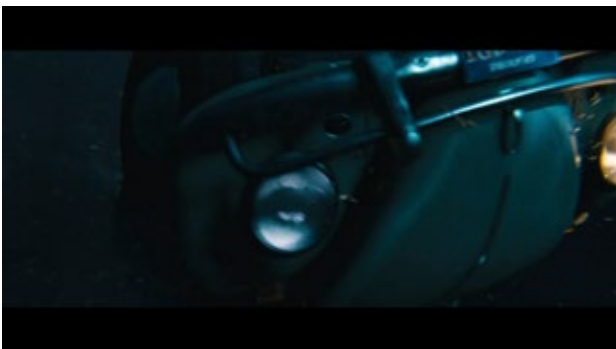
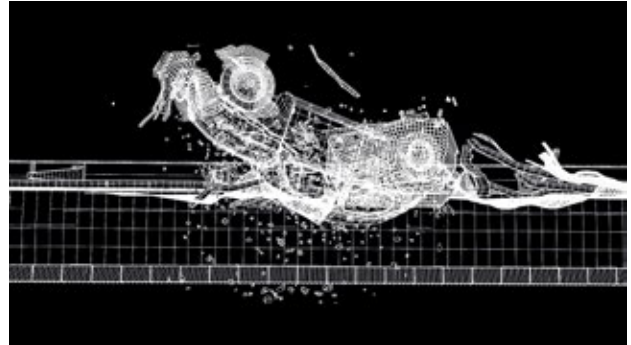
00:44 - 00:57

| Cloud Atlas (2012)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Lighting/Shading Car/Bridge, Destruction (RBD, Pyro, Particles), Sparks, Additional Bubbles, Murky Water, Window Cracks (HDA)



01:01 - 01:08

| Nacht über Berlin (2013)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Fire FX (Pyro), Lighting/Shading



01:13 - 01:16

| Captain America (2011)

RISE | Visual Effects Studios

| Maya (Mental Ray)

| FX Team for the Disintegration Effects



01:30 - 01:37

| Borgia Season 2 (2012)

RISE | Visual Effects Studios

| Houdini (Mantra)

| Destruction (RBD, Pyro, Particles), Lighting/Shading Statue

