BREAKDOWN SHEET

Ocean, smoke and cannon fire

Houdini, Mantra

Burnout smoke

Houdini, Mantra

Debris, sparks, rocket trails and explosion augmentation

Houdini, Mantra

Flying papers, rain, splashes and lightning effect

Houdini, Mantra

Noodles and flying food debris

Houdini, Mantra

Water runoff setup

Houdini

Rocket trails, ground impacts and debris

Houdini, Mantra

Fire, floating ash/embers, sparks, headlight explosion and car fire

Houdini, Mantra

Atmospheric dust, smoke and flags

Houdini, Mantra

Impact dust, flocking sim and explosions

Houdini, Mantra