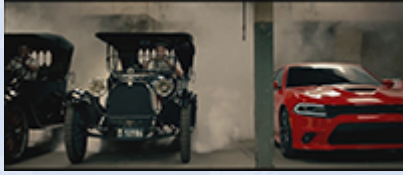
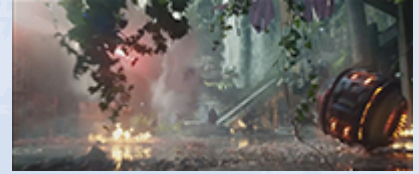


BREAKDOWN SHEET



Burnout smoke

Houdini, Mantra



Debris, sparks, rocket trails and explosion augmentation

Houdini, Mantra



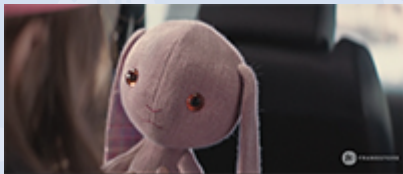
Facial groom for muzzle replacement

Houdini, Arnold



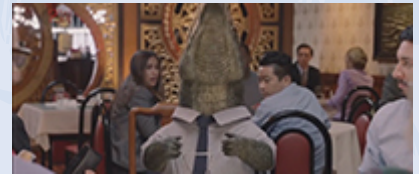
Flying papers, rain, splashes and lightning effect

Houdini, Mantra



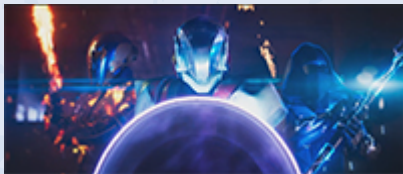
Toy bunny fuzz groom

Houdini, Mantra



Noodles and flying food debris

Houdini, Mantra



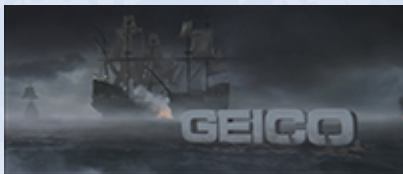
Arcstrider lightning effects

Houdini, Mantra



Rocket trails, ground impacts and debris

Houdini, Mantra



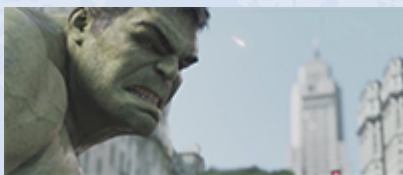
Ocean, smoke and cannon fire

Houdini, Mantra



Fire, floating ash/embers

Houdini, Mantra



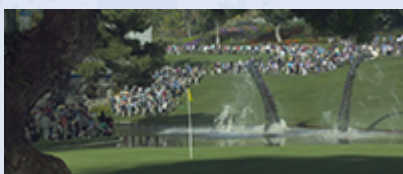
Hair dynamics, satellite debris, fracturing and crumpling

Houdini, Mantra



Atmospheric dust, smoke and flags

Houdini, Mantra



Water runoff setup

Houdini



Impact dust, flocking sim and explosions

Houdini, Mantra