

ROBERT ZHOU

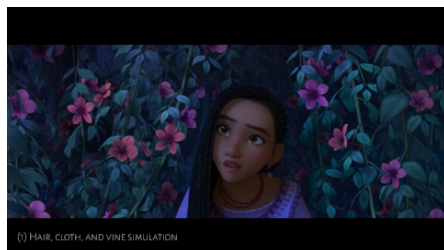
Character Effects (CFX)

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REEL BREAKDOWN



(1) Wish | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya) and clothing (Fabric, Maya) for Asha
- Simulated the vines with their leaves and flowers (Vellum, Houdini)



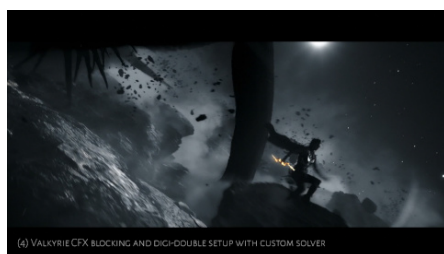
(2) Thor: Love and Thunder | Method Studios

- Created the CFX digi-double setup for Valkyrie (left), who received low-gravity hair augmentation, a low-gravity cape extension, and a CG thunderbolt from other artists on this shot (Vellum, Bullet, Houdini)
- Mentored the shot artist who did the thunderbolt simulation in adding artistic controls and filters inside Houdini
- Created the harness and jiggle simulation setups for the goats, used by other artists for this shot (Vellum, Houdini)



(3) Thor: Love and Thunder | Method Studios

- Simulated the rocks in Korg's face (Vellum, Houdini)
- Procedurally added secondary animation to Korg's overall movements and silhouette edge (Houdini)
- Ran wedges and dissected the setup to help the team understand the secondary animation control parameters



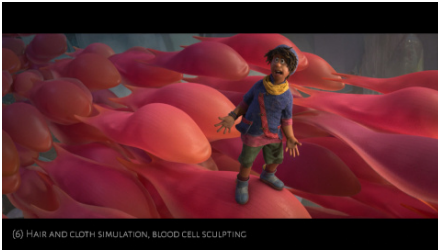
(4) Thor: Love and Thunder | Method Studios

- Created the CFX digi-double setup for Valkyrie, which included the hair, the cape, the leg harness, and a custom solver backporting the Shape Match constraint from Houdini 18.5 to 18.0 for the sword and its scabbard, which was used in this shot (Vellum, Houdini)
- Another shot artist did an exceptional job completing this shot while I went on an end-of-year vacation



(5) Strange World | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya) and clothing (Fabric, Maya) for both Searcher (on vehicle) and Ethan



(6) Strange World | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya) and clothing (Fabric, Maya) for Ethan
- Sculpted the blood cells to resolve interpenetrations with each other and Ethan (Maya)



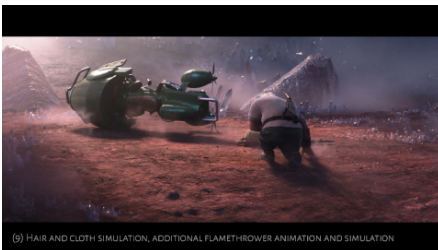
(7) Thor: Love and Thunder | Method Studios

- Created the simulation setup for the tentacles and simulated them for this shot while preserving much of their cape interaction (Vellum, Houdini)



(8) Sonic the Hedgehog | MPC Film

- Simulated the seaweed on Sonic's head (nCloth, Maya)
- Simulated the quills in Sonic's head (nCloth, Maya)



(9) Strange World | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya) and clothing (Fabric, Maya) for Jaegar
- Finalized the animation for the flamethrower and added secondary motion through simulation (Fabric, Maya)



(10) Strange World | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya) and clothing (Fabric, Maya) for both Ethan (left) and Searcher (right)



(11) Wish | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya) and clothing (Fabric, Maya) for Asha (left) and Valentino (right), using a wind force to help drape the dress downwards visually and to add a slight rippling motion as Asha moves forwards



(12) Strange World | Walt Disney Animation Studios

- Simulated the hair (Beast, Maya), clothing, and flamethrower (Fabric, Maya) for Jaegar

Thank you for your time and consideration!