

Nikki Makar

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John Carter (Trailer) *Feature*

Software: Houdini

Thorn

- FX Supervisor for procedural "Thorn" effects
- Created the setup for all floor and growing/ungrowing animation
- Assisted in art direction and setups for "Thorn" Beam and "Thorn" Destruction effects

The Incredible Hulk *Feature*

Software: Houdini, R&H Volumetric Tools

Ground Impact

- Created all impact effects including crater, rocks, and volumetric dust

Dust and Debris

- FX Lead for the "Hulk Smash" effects
- Assisted in art direction of DOP simulations and concrete textures
- Created dust and smaller debris setups

Debris

- Glass and metal parts debris from cars

Cirque du Freak *Feature*

Software: Houdini

Flitting Effect

- FX Lead for the "Flit" Team
- Developed and supported "Flit" setup and tools using splines generated from a particle system in combination with a hair shader

Percy Jackson *Feature*

Software: Houdini

Hell Cave

- Created sand animation using particles based off a DOP simulation
- Responsible for lighting, rendering, and shading of both sand and DOP simulations

Marmaduke *Feature*

Software: Houdini, R&H Volumetric Tools

Wave Elements

- Created various whitewater elements using volumetrics
- Designed setup for creation of wave lip geometry

Alvin and the Chipmunks *Feature*

Software: Houdini, R&H Volumetric Tools

Bubbles

- Used a combination of pyroclastic clouds and geometry to create bubbles on wet fur
- Responsible for lighting, shading, and rendering of bubbles

Superman Returns *Feature*

Software: Houdini

Bubbles

- Designed bubble system for underwater shots
- Aided in shader development for bubbles

Aliens in the Attic *Feature*

Software: Houdini

Mentos Bombs

- Used particle simulations to procedurally create foam trails based off pre-animated bottles
- Created surface splashes and residual fluids generated from foam trails

Night at the Museum *Feature*

Software: Houdini, R&H Volumetric Tools

Train smoke

- Created and lit volumetric smoke

Kenmore "Catch" *Commercial*

Software: Houdini

Dynamics

- Responsible for all rigid and soft body dynamics

Range Rover "Timeless" *Commercial*

Software: Rock (Terragen)

Cloud Simulation

- Responsible for all cloud simulations and atmospheric perspective