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# Tech Artist Drew Silva

Shot Breakdown

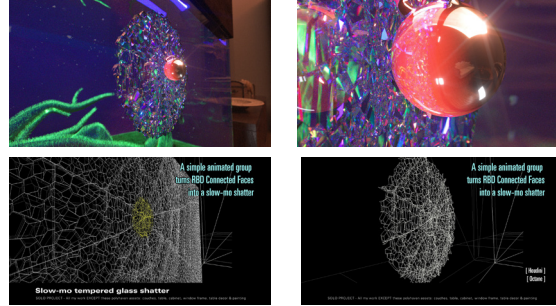
## AQUA

0:03 - 0:30 An ongoing solo project I started to experiment with slow-mo tempered glass shattering. **Polyhaven assets:** couches, table, cabinet, window frame, table decor & painting

- Houdini
- Octane
- Photoshop

### Slow-mo Tempered Glass Shatter

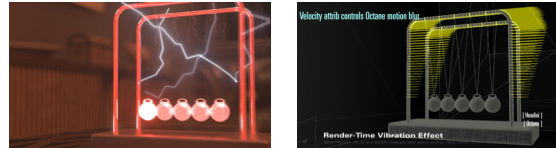
- 0:03 - 0:12
- ▶ **Everything except polyhaven assets listed above**
  - ▶ I made the slow mo glass shattering effect using the `rbdconnectedfaces` and `rbddisconnectedfaces` nodes and a group with an animated bounding sphere



▶ Shattering Reference: [Does Glass Break Faster than a Bullet](#)

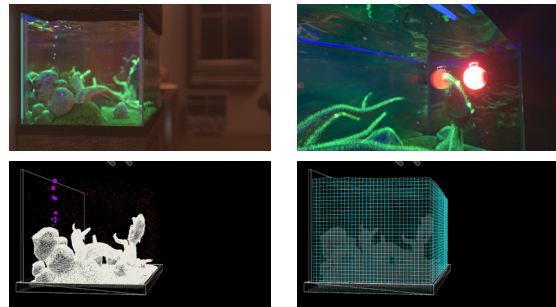
### Render-Time Vibration Effect

- 0:10 - 0:23
- ▶ **Everything except polyhaven assets listed above**
  - ▶ Manipulating the velocity attribute adds motion blur to still objects in Octane



### Faked Aquarium Water

- 0:23 - 0:30
- ▶ **Everything except polyhaven assets listed above**
  - ▶ I made the slow mo glass shattering effect using the `rbdconnectedfaces` and `rbddisconnectedfaces` nodes and a group with an animated bounding sphere

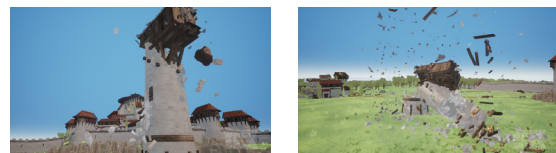


## REAL TIME TOWER DESTRUCTION

0:31 - 0:40 An experiment creating good RBD sims from free assets with messy topology. The tower and environment are from the free "Stylized Fantasy Provencal" pack on Fab.

- Houdini
- UE 5
- Maya

- 0:31 - 0:40
- ▶ **Simulation, Cinematography, and Editing**
  - ▶ Several types of material are held together using constraint networks and simulated together



**REEL:**  
<http://drewadesign.com/#Reel>