

## Smallfoot Reel Breakdown

In all the shots I did the hair simulations and cleanup. Besides that:

- 03 - Cloth simulation (stonekeeper's robe that rides the stones)
- 04 - Cloth simulation (stonekeeper's robe that rides the stones), Thorp-mammoth contact.
- 05 - Hair simulation with wind. Body fixes. Hand-chest contact.
- 09 - Cloth simulation. Wind added to Migo hair simulation to create a messy scary look.
- 10 - Cloth simulation. Contact.
- 13 - Cloth simulation
- 14 - Cloth simulation
- 15 - Cloth simulation
- 16 - Cloth simulation
- 17 - Thorp-mammoth contact. Sleeping bag ropes simulation set up and simulation.
- 18 - Cloth simulation on the sleeping bag.
- 19 - Cloth simulation.
- 20 - Cloth simulation.
- 23 - Hair simulation with wind. Stonekeeper-Thorp contact.
- 27 - Rope simulation set up and simulation.
- 31 - Rope simulation set up and simulation. Thorp-mammoth contact.
- 35 - Cloth simulation. Stonekeeper's robe simulation (rides the stones).
- 37 - Cloth simulation. Stonekeeper's robe simulation (rides the stones).
- 38 - Hair simulation with wind to emulate an helicopter.
- 41 - Cloth simulation. Strap simulation set up and simulation.
- 42 - Cloth simulation. Strap simulation set up and simulation.
- 43 - Cloth simulation. Strap simulation set up and simulation.
- 45 - Stonekeeper's robe simulation (rides the stones). Ropes attached to the helmet simulation set up and simulation.
- 52 - Hair work to emulate hair compress in the plane.
- 55 - Cloth simulation.
- 56 - Hand contact.
- 61 - Just Migo.
- 62 - Cloth simulation.
- 63 - Cloth simulation.
- 64 - Cloth simulation.
- 65 - Cloth simulation.
- 67 - Stonekeeper's robe simulation (rides the stones).
- 68 - Cloth simulation.
- 70 - Hair simulation with wind. Harness - Meeche contact.
- 71 - Stonekeeper's robe simulation (rides the stones).
- 72 - Stonekeeper's robe simulation (rides the stones). (Tricky because the stairs)
- 73 - Stonekeeper's robe simulation (rides the stones). (Tricky because the stairs)
- 74 - Cloth simulation.
- 85 - What it looks like an easy shot. The snail was scaled a lot. The groom was broken, I had to do a lot of groom fixes on it.