

## **BREAKDOWN 2013**

**JULIEN LEGAY**

### **PROJECTS:**

**Rubika**-2010 (00:06--00:07) at SUPINFOCOM Arles  
Partnership with CANAL+ with an original idea of Guillaume Plantevin.  
*Co-director, layout artist and animator on 3dsMax.*

**A fox tale**-2011 (00:08--00:18) at SUPINFOCOM Arles  
My short degree movie at Supinfocom.  
*Co-director, layout artist and FX artist on 3dsMax.*  
*Fluid simulation (FumeFx), Liquid Simulation (Realflow), Dynamics (Rayfire) and Particle Simulation (Toolbox 2.0), Hair and Fur (Hair Farm plug-in)*

**RAINBOW6: Patriots**-2012 (00:19--00:28) at THE MILL London.  
Video game trailer.  
*FX artist on Maya.*  
*Fluid simulation (Maya Fluid), Dynamics (FractureFX plug-in)*

**VIRGIN: Money**-2012 (00:35--00:42) at THE MILL London.  
Commercial for VIRGIN.  
*FX artist on Maya.*  
*Fluid simulation (Maya Fluid)*

**BLOOMBERG: First Look**-2012 (00:49--00:59) at THE MILL London.  
Ident for BLOOMBERG TV channel.  
*Director and FX artist.*  
*Liquid simulation (Realflow)*

**POWERADE: Liquid Ball**-2012 (01:00--01:08) at THE MILL London.  
Commercial for Powerade.  
*FX artist.*  
*Liquid simulation (Realflow)*

### **Personal Projects 2012:**

**Cloud:** at 00:07. Made with Maya fluid.

**Breaking Plank:** at 00:29 Made with *FractureFX plug-in*

**Breaking House:** at 00:31 Made with *FractureFX plug-in*

**Fire Test:** at 00:43 Maya fluid.

**Water explosion :** at 01:09 Made with Realflow.