Breakdown

Shot 01
Tasks
- Fluid simulations
- Ember particles
- FX lighting, shading and rendering
- Pre compositing

Software
- 3ds Max
- Particle Flow
- Fume FX
- V-ray
- Nuke

Shot 02
Tasks
- Effect RnD
- Particle effects and simulations
- Texture maps for mould and animated displacement
- FX lighting, shading and rendering
- Compositing

Software
- 3ds Max
- Particle Flow
- Thinking Particles
- Fume FX
- V-ray
- Nuke

Shot 03
Tasks
- HellTruck ignition and effects
- Look development and RnD
- Particle effects
- Simulations
- FX lighting, shading and rendering
- Compositing

Software
- 3ds Max
- Particle Flow
- Fume FX
- V-ray
- Nuke

Shot 04
Tasks
- All particle effects and simulations
- FX lighting, shading and rendering

Software
- 3ds Max
- Particle Flow
- Fume FX
- V-ray
- Nuke

Shot 05, 06, 07, 08
Tasks
- Look development and RnD for the disintegration effect
- Particle effects
- Simulations, smoke fire and dust
- Embers
- Chain effects
- FX lighting, shading and rendering

Software
- 3ds Max
- Particle Flow
- Thinking Particles
- Fume FX
- V-ray
- Nuke

Shot 09
Tasks
- Look development and RnD for crowd disintegration effect
- Particle effects
- Simulations
- FX lighting, shading and rendering
- All effects in the shot except cloth cutting and simulation

Software
- 3ds Max
- Particle Flow
- Thinking Particles
- Fume FX
- V-ray
- Nuke

Shot 10
Tasks
- Fire and smoke simulations
- FX lighting, shading and rendering

Software
- 3ds Max
- Fume FX
- V-ray
- Nuke

Shot 11
Tasks
- All aspects of the shot except match moving and animation of the children
- Neighbourhood modelling, texturing, assembly
- Shot lighting, shading and rendering
- Environment animation
- Tree and forest generation
- Atmospheric effects
- Nuke 3D projecting and incorporation of original plate for house
- Compositing entire shot

Software
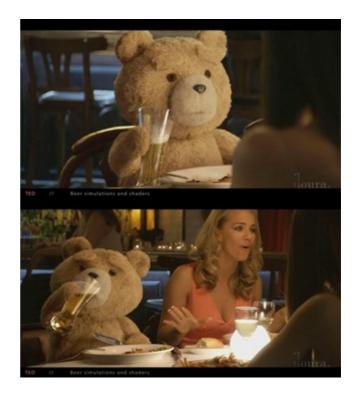- 3ds Max
- Zbrush
- V-ray
- Nuke

Shot 12, 13
Tasks
- RnD for beer and foam
- Simulation of liquid, foam and bubbles
- Lighting, shading and rendering

Software
- 3ds Max
- Naiad
- Thinking Particles
- Particle Flow
- V-ray
- Nuke

Shot 14
Tasks
- Foam and bubble effects
- Water drips
- FX lighting, shading and rendering

Software
- 3ds Max
- Particle Flow
- V-ray
- Nuke

Shot 15
Tasks
- Bong water and smoke FX
- Liquid and smoke simulations
- FX lighting, shading and rendering

Software
- 3ds Max
- Particle Flow
- Naiad
- Fume FX
- V-ray
- Nuke

Shot 16, 17

Tasks
- Particle effects
- Simulations
- FX lighting, shading and rendering

Software
- 3ds Max
- Particle Flow
- Fume FX
- V-ray
- Nuke

Shot 18, 19, 20

Tasks
- All aspects except character animation
- Asset modelling and texturing
- Lighting, shading and rendering
- Atmospheric effects

Software
- 3ds Max
- V-ray
- Nuke