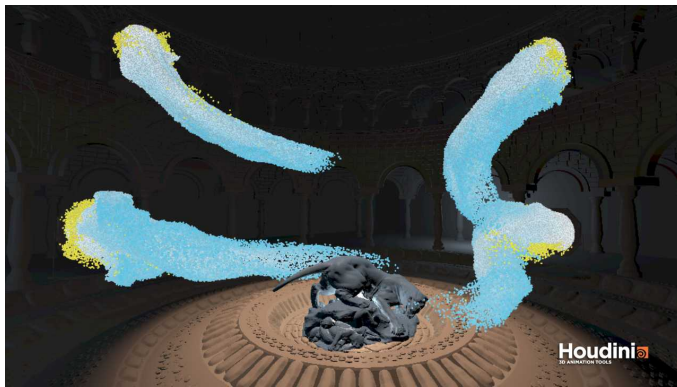


Shot Breakdown



1. Particle Sim

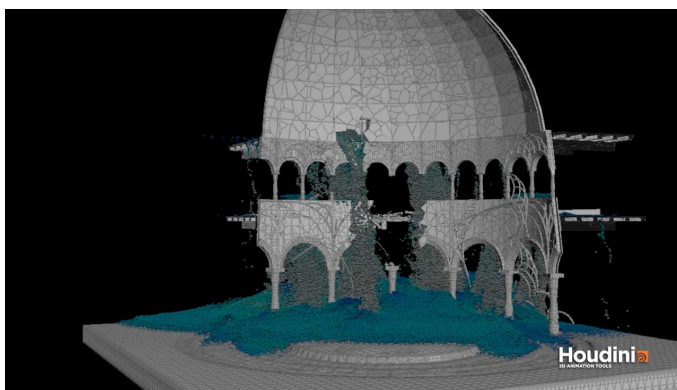
Cathedral geometry created procedurally using SOPs

Particle Sim created using POPs (emitters and attraction force)

Panther geometry downloaded from:

<http://threedscans.com/>

Created using Houdini



2. Flood Sim

Water Sim created using FLIP Fluids

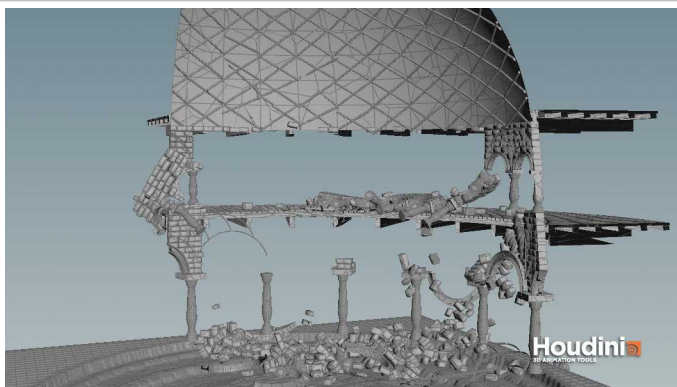
Created using Houdini



3. Chocolate Bar

Water Sim created using FLIP Fluids

Created using Houdini



4. Destruction

DOPs with SOP Constraints

Created using Houdini