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Shot	Software/ Medium	Type/ Input	Film/ Project Title	Work Description
01	MAYA Syflex	**Non- Production / Cloth Artist**	**Wearing a Tshirt**	Syflex Cloth. Animated the syNail constraints. Create colliders for body and geometries to prevent cuts on the cloth. syCollide, syGravity and syDamp used.
02	MAYA Syflex		**Zipping up a coat and Button on collar**	Syflex Cloth. Animated the sySpring Force to create zipping effect. Animated the sySpring length attribute. Create a button on the coat's collar using Create Button Constraint. syNail, syGravity, syDamp and syWind used.
03	MAYA Syflex		**Cape and object collision**	Syflex Cloth. Cape attached to body using syPin. syCollide used to create collision between cape and block. syGravity and syDamp used.
03A	MAYA Syflex		**Skirt**	Syflex Cloth. Animated the syNail constraints to create folds on skirt. Create colliders for dummy bottom and thighs to prevent cuts on the cloth. syCollide, syGravity and syDamp used.

04	MAYA Syflex		Flag	Syflex Cloth. Flag attached to pole using syPin. syCollide used to create collision between flag cloth and pole. syGravity, syDamp and syWind used.
05	MAYA nCloth		Bunny and his circus act	Animated nCloth. Bunny's pants created using nCloth and attached to hips using nConstraint_Transform. Tear effect on hoop's paper using nConstraint_Tearable Surface.
06	MAYA nCloth		Bunny drops his pants	Animated nCloth. Bunny's pants created using nCloth and attached to hips using nConstraint_Transform. Animate Active constraint to drop pants.
07	3D Studio Max Reactor	Production / Lead VFX/ Cloth Artist	Bananas in Pyjamas animated series	Cape simulation test for various motion in the episode using Reactor in 3D Studio Max.
08	3D Studio Max Reactor			Need to follow animatics'/ required actions; making sure that blankets cover the characters in the scene. Created Blankets' simulation using Reactor in 3D Studio Max.

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09	3D Studio Max Reactor			Created all the Banner cloth simulations for the episode using reactor in 3D Studio Max. Ropes on animation. Only Sc016 and Sc001 ropes simulated using Reactor.
10	3D Studio Max Reactor			Created Handkerchief and Blankets' simulation using Reactor in 3D Studio Max.
11	3D Studio Max Reactor			Created Table cloth simulation using Reactor in 3D Studio Max. Jigsaw pieces and box simulated with Rigid bodies and Deformable mesh Reactor.
12	3D Studio Max Reactor/ Morpher modifier			Created Table cloth folding fast simulation using Reactor and morphing in 3D Studio Max. Other props simulated with Rigid bodies and Deformable mesh Reactor.
13	3D Studio Max Reactor Adobe After Effects			Created Net simulation using cloth Reactor in 3D Studio Max. Glow on robot antenna and eyes in AfterEffects. Final effects composited in After Effects including colour correction.

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14	3D Studio Max Reactor/ Cloth modifier			Created Laundry clothes and pulling off simulation using Reactor and Cloth modifier in 3D Studio Max.
15	3D Studio Max Reactor			Created Covering cloth over toy simulation using Reactor in 3D Studio Max.
16	3D Studio Max Reactor			Created Blankets' simulation using Reactor in 3D Studio Max.
17	3D Studio Max Reactor			Need to follow animatics'/ required actions; making sure that the cloth covers the characters and allow them to pull it off in the scene. Created Covering cloth's simulation using Reactor in 3D Studio Max.
18	3D Studio Max Reactor			Need to follow animatics'/ required actions; making sure that the serviette lands on the character's face and allow her to take it off in the scene. Created Covering serviette simulation using Reactor in 3D Studio Max.

19	3D Studio Max Reactor			Created Shirt simulation using Reactor in 3D Studio Max.
20	3D Studio Max Reactor Pflow			Butterfly cloth simulation using Reactor in 3D Studio Max. Butterflies simulation: Particle Instancing using ParticleFlow; animated geometry to particles, randomness on flapping cycle and wing colour textures to particle instance geometry.
21	3D Studio Max Reactor Pflow			Created Plastic bag simulation by animating and using Reactor in 3D Studio Max.
22	3D Studio Max Reactor			Created Covering cloth over characters simulation using Reactor in 3D Studio Max. Rigged, and simulated the plates on cloth using Rigid bodies and Deformable mesh Reactor.
23	3D Studio Max Reactor			Created Net simulation using Reactor in 3D Studio Max.

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24	3D Studio Max			Need to follow animatics'/ required actions; making sure that the characters get into the blankets and be covered up till the following scene to reveal them. Created Blankets' simulation using Reactor in 3D Studio Max.
	Reactor			
25	3D Studio Max			Created Table cloth simulation using Reactor in 3D Studio Max. Jigsaw pieces and box simulated with Rigid bodies an Deformable mesh Reactor.
	Reactor			
26	3D Studio Max			Created and rigged Magic handkerchief simulation using cloth Reactor in 3D Studio Max. Final effects masked and composited in After Effects.
	Reactor			
	Adobe After Effects			