

Shot	Software/ Medium	Type/ Input	Film/ Project Title	Work Description
01	3D Studio Max, Adobe After Effects	Animation Production / VFX Artist	Bananas in Pyjamas animated series	Created the pool water; simulated using reactors- DMCollection(Deformable mesh) and RBCollection.(Rigid Bodies) Water splashes particles created by Pflow in 3D Studio Max. Final effects composited in After Effects including colour correction.
02	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the water splashes and soap bubbles particles using particle system in 3D Studio Max. Final effects composited in After Effects including colour correction.
02A	3D Studio Max, Adobe After Effects		Concept Pitch	Created the mud and dust particles using particle system, Stream flow in 3D Studio Max. Final effects composited in After Effects including colour correction.
02B	3D Studio Max, Adobe After Effects		Concept Pitch	Created the water splashes and ripple effects, Stream flow in 3D Studio Max. Final effects composited in After Effects including colour correction.
02C	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the steam particles using particle system in 3D Studio Max. Rigid bodies/ fracture simulation on smashing bowl pieces. Final effects composited in After Effects including colour correction.

02D	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the Campfire flame by modelling mesh object and adding modifiers. Smoke particles using particle system in 3D Studio Max. Blinking stars created in AfterEffects. Final effects composited in After Effects including colour correction.
02E	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Particle Instancing using ParticleFlow; animated geometry to particles, randomness on flapping cycle and wing colour textures to particle instance geometry. Towel simulation using cloth reactor. Final effects composited in After Effects including colour correction.
02F	3D Studio Max, Adobe After Effects		Hi5 Breakers	Particle Instancing on flying hearts using Particle system. Final effects composited in After Effects including colour correction.
02G	3D Studio Max, Adobe After Effects		Hi5 Breakers	Created the bubbles particles using particle system in 3D Studio Max. Final effects composited in After Effects including colour correction.
03	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the bubbles particles using particle system in 3D Studio Max. Rigged and animated the sparkles on the fish body. Final effects composited in After Effects including colour correction.

04	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the river water; simulated using reactors- DMCollection and RBCollection. Fishing line rigged and simulated using Rope reactor. Water splashes particles created using particle system in 3D Studio Max. Final effects composited in After Effects including colour correction.
05	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the lake water; simulated using reactors- DMCollection and RBCollection. Water splashes particles created by Pflow in 3D Studio Max. Final effects composited in After Effects including colour correction.
06	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the fish tank water; using modifiers in 3D Studio max. Final effects composited in After Effects including colour correction.
06A	3D Studio Max, Adobe After Effects		RAGGS	Created the snow particles in 3D Studio max. Final effects composited in After Effects including colour correction.
07	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the muddy particles using particle system in 3D Studio Max. Final effects composited in After Effects including colour correction.

08	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the muddy dripping particles using particle system and Pflow in 3D Studio Max. Final effects composited in After Effects including colour correction.
08A	3D Studio Max, Adobe After Effects		BottleTop Bill and his Best Friend Corky animated series	Created the Soil and Dust particles using particle system in 3D Studio Max. Final effects composited in After Effects including colour correction.
08B	3D Studio Max, Adobe After Effects		BottleTop Bill and his Best Friend Corky animated series	Created the Feathers and Dust particles using particle system in 3D Studio Max. Final effects composited in After Effects including colour correction.
09	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the water spray particles using particle system and Pflow in 3D Studio Max. Glow on robot antenna and eyes in AfterEffects. Final effects composited in After Effects including colour correction.
10	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created the 2D smell effects using hand keyed/ animated masks in After Effects.

10A	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created all the Banner cloth simulations for the episode using reactor in 3D Studio Max. Rope on animation.
11	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Table cloth simulation using reactor in 3D Studio Max. Jigsaw pieces and box simulated using reactors.
12	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Table cloth simulation using reactor in 3D Studio Max. Jigsaw pieces and box simulated using reactors.
13	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Marble balls simulation using reactors in 3D Studio Max.
14	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Leaves simulation using reactors in 3D Studio Max.

15	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Table cloth simulation using reactor and morphing in 3D Studio Max. Other props simulated using reactors.
16	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	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.
17	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Rope simulation reactor in 3D Studio Max.
18	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Rocks falling simulation reactor in 3D Studio Max.
19	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Laundry clothes and pulling off simulation using reactor and cloth modifier in 3D Studio Max.

20	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Covering cloth over toy simulation using reactor in 3D Studio Max.
21	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Plastic bag simulation by animating and using reactor in 3D Studio Max.
22	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Created Covering cloth over characters simulation using reactor in 3D Studio Max. Rigged and simulated the plates on cloth.
23	3D Studio Max, Adobe After Effects		Bananas in Pyjamas animated series	Crowd simulation on Bees. Motion clips on random wings flapping.