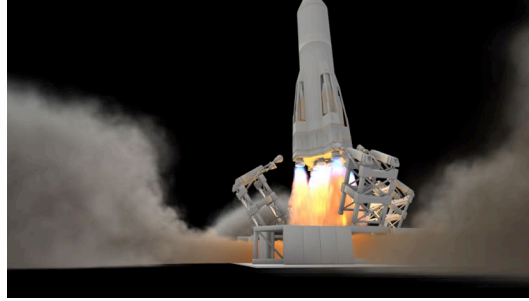


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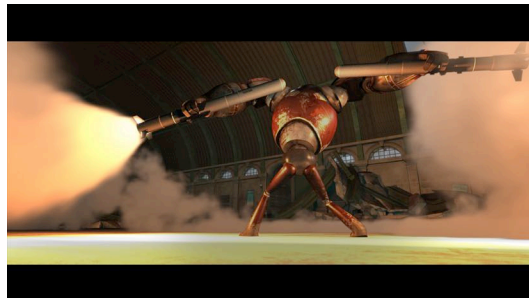
Decktechs (2011)

Responsible for transferring geometry, animation, and camera data from Maya to Houdini. Also Houdini particle sprite smoke and flame, lighting, and rendering the elements with Mantra.



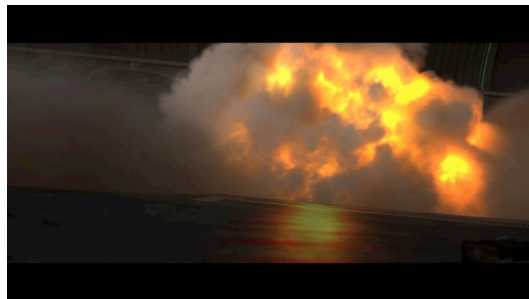
Decktechs (2011)

Responsible for transferring geometry and animation data from Maya to Houdini, Houdini rigid body fractures, and transferring the exported geometry back into Maya. A MEL expression was used to reference the geometry without actually importing it.



Hephaestus (2010-11)

Responsible for transferring geometry, animation, and camera data from Maya to Houdini. Also Houdini particle sprite trail and flame, as well as matching Renderman and Mantra settings and rendering the element.



Hephaestus (2010-11)

Responsible for transferring geometry, animation, and camera data from Maya to Houdini. Also Houdini particle sprite missile trail, flame, and explosion, as well as matching Renderman and Mantra settings and rendering the element.



Hephaestus (2010-11)

Responsible for transferring geometry, animation, and camera data from Maya to Houdini. Built a universal bullet and sparks rig to be fitted in any shot that required the effect.

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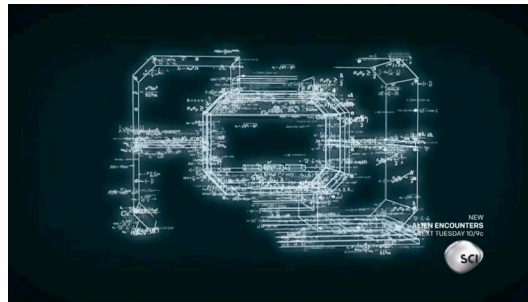
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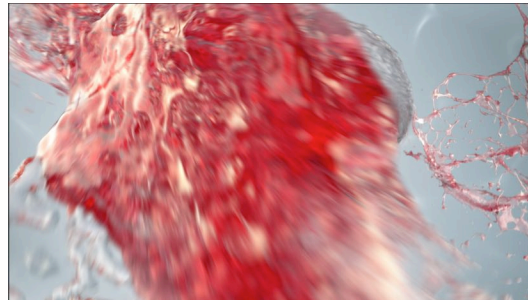
Alien Encounters 3 (2014)

Responsible for the rigid body collision and fracture of the satellite and the alien fragment. Simulation was processed in Houdini and the assets were transferred back into Maya.



Alien Encounters 3 (2014)

Responsible for the reveal of the formulas and the wire geometry of the 3D model. A procedural rig was created to accommodate further changes to the shot. Reveal effect, shading, and rendering were all done with Houdini and Mantra.



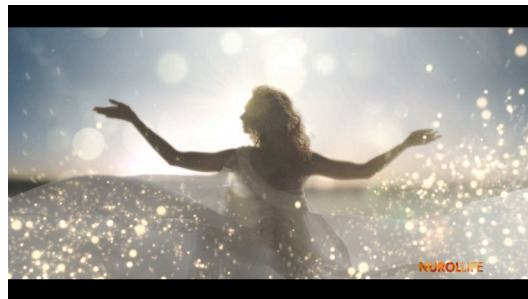
Uludag Frutti (2014)

Responsible for the fruit explosions. Realflo SPH fluid was meshed with Frost and transferred back into Maya.



Uludag Frutti (2014)

Responsible for bottling the fluid, fluid inside the secondary bottles, and the fizzy bubbles. Realflo SPH fluid was meshed with Frost, edited in Houdini (boolean/timing) and exported back into Maya. The bubbles were generated with the same SPH simulation.



NurolLife (2015)

Responsible for the particles emitted by the dress.

Dress itself is masked/keyed and its motion vectors are used to advect particles.

A rough geometry mimicking the actress's movement was created to advect the particles for some of the shots. Simulated and rendered with Houdini.

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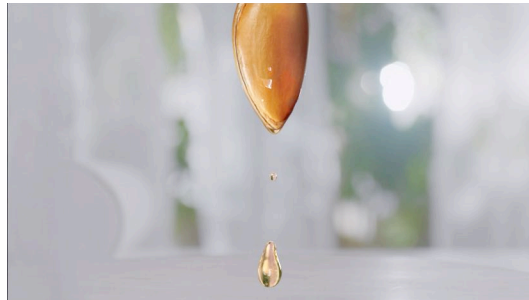
Block (2010)

Responsible for all vfx elements. Was on set to supervise the shot. Realfow fluid lit and rendered in Houdini with Mantra. Chroma keying and all compositing done in Nuke.



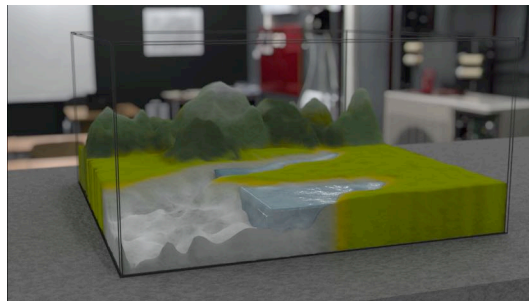
Air Wick (2015)

Responsible for the particles. Simulated and rendered with Houdini.



Veet (2015)

Responsible for the droplet simulation and mesh. Realfow SPH simulation was used to form the droplet(s) and their motion. Houdini FLIP simulation (w/ viscosity) was used for the liquid on the fruit. Both particle sets were combined in Houdini using VDB volumes. Particle velocities were then transferred back to the final mesh. Mesh is transferred back into Maya.



Proc. Experiment

This is a procedural forest building experiment within Houdini. Artist paints everything from elevation, to flora type and growth on a single grid while Houdini updates the geometry real time.



SOE Logo (2012)

Responsible for the animated elements. Waves are post displacement and the sand is a VOP POP system designed in Houdini.