

# Michael Grund / FX-TD

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## Showreel 2024 Breakdown

| Shot                                                                                | Project Title                                 | Company            | Tasks                                | Software |
|-------------------------------------------------------------------------------------|-----------------------------------------------|--------------------|--------------------------------------|----------|
|    | <b>The Acolyte Series</b>                     | <b>Outpost VFX</b> | RBDs:<br>Simulation                  | Houdini  |
|    | <b>Nautilus Series</b>                        | <b>Outpost VFX</b> | Silt Cloud:<br>Simulation            | Houdini  |
|  | <b>Iron Sky: The Coming Race Feature Film</b> | <b>Moviebrats</b>  | Sun-FX / Smoke / RBDs:<br>Simulation | Houdini  |

|                                                                                     |                                                                     |                                       |                                                                                                   |         |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------|---------------------------------------|---------------------------------------------------------------------------------------------------|---------|
|    | <b>Jim Button and the Wild 13</b><br><i>Feature Film</i>            | <b>RiseFX</b>                         | Typhoon:<br>Setup (parts)<br>Simulation (parts)                                                   | Houdini |
|    | <b>The Super Mario Bros. Movie</b><br><i>Feature Film</i>           | <b>Illumination<br/>Studios Paris</b> | Ice / Ice-Dust:<br>Simulation                                                                     | Houdini |
|    | <b>The Super Mario Bros. Movie</b><br><i>Feature Film</i>           | <b>Illumination<br/>Studios Paris</b> | Energy Blast:<br>Simulation                                                                       | Houdini |
|  | <b>Jim Button and Luke the Engine Driver</b><br><i>Feature Film</i> | <b>Trixter</b>                        | Volcanic Smoke:<br>Simulation<br>Lighting<br>Rendering<br><br>Volcanic RBDs / Lava:<br>Simulation | Houdini |



**The Super Mario Bros. Movie**  
*Feature Film*

**Illumination**  
**Studios Paris**

Dust:  
Simulation

Houdini

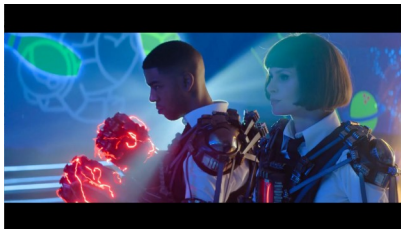


**Westworld**  
*Series*

**RiseFX**

Fire and smoke on Character:  
Simulation

Houdini



**Knuckles**  
*Series*

**Outpost VFX**

Energy Arcs:  
FX-Asset Development  
(not shot implementation)

Houdini

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