

## Shot Breakdown

00:00:09-00:00:16

Simulated the cloth for the Tent curtains  
Simulated the grass in front of the tent  
simulated the hair and fur interaction with the curtains and wind  
Added secondary muscle motion and skin cleanup

00:00:16-00:00:18

Feather simulation for ostrich  
Hair simulation for zebras, Lion, Tigers,  
Skin simulation for elephant (especially the ears)  
Muscle simulation for Zebras  
Lots of collision/interaction cleanup

00:00:18-00:00:21

Cloth simulation for tearing shirt  
Cloth simulation for pants  
Hair sim  
Muscle and Skin simulation and cleanup

00:00:21-00:00:00:29

Simulation of Hyena fur and interaction with wind and tarp  
Cloth simulation of Tarp and interaction with Hyena  
Softbody cleanup on Hyena

00:00:29-00:00:35

Simulation of rope  
Simulation of layered clothing  
Simulation of grass  
Animation penetration cleanup

00:00:35-00:00:39

Fur simulation and interaction  
Secondary Fat motion  
Animation cleanup

00:00:39-00:00:43

Simulation of Orangutan and Zebra hair, interaction with wind and boat.  
Softbody simulation and cleanup of skin on both animals.

00:0043-00:00:46

Hair and fur simulation, wind effects

00:00:46-00:00:48

Simulation of elephant ears, skin, additional muscle movement  
Simulation of Lion Fur, ostrich feathers and oryx tails  
Considerable animation cleanup.

00:00:48-00:00:49

Simulation of Lion fur, added skin interaction with bars, animation cleanup

00:00:49-00:00:54

Hair simulation, skin and muscle motion  
Highly art directed tearing of shirt simulation/animation

00:00:54-00:00:56

Simulation of Tiger skin and wet fur interacting with boat and water.

00:00:56-00:00:59

Tie and rubber band simulation  
Fur and skin cleanup

00:00:59-00:01:02

Fur and Skin cleanup, interaction

00:01:02-00:01:07

Simulation of Orangutan and Zebra hair, interaction with wind and boat.  
Softbody simulation and cleanup of skin on both animals.

00:01:07-00:01:10

Fur and Hair simulation, Wind effects, skin cleanup and additional muscle motion

00:01:10-00:01:12

Secondary muscle motion, skin cleanup

00:01:12-00:01:14

Simulation of rope, clothing and hair  
Cleanup of hair penetration and interaction.

00:01:14-00:01:21

Ostrich Feather simulation  
Elephant skin, muscle and ear simulation

00:01:21-00:01:23

Simulation and cleanup of baggy skin and fur.

00:01:23-00:01:24

Fur and Skin simulation, ground interaction and anim cleanup

00:01:24-00:01:27

Simulation of Orangutan and Zebra hair, interaction with wind and boat.  
Softbody simulation and cleanup of skin on both animals.

00:01:27-00:01:31

Wet fur, cloth simulation/water interaction. Skin sim on Mduke

00:01:31-00:01:34

simulation of tubes, wires, leather straps and belts, pants, and growing hair.

00:01:34-00:01:37

Simulation of newspaper, seatbelt, layered clothing.  
Fur and skin cleanup

00:01:37-00:01:40

Fur simulation, interaction. Skin cleanup

00:01:40-00:01:43

Hair simulation, wind effects on fur and skin  
Tie simulation  
Fur and skin cleanup

00:01:43-00:01:47

Wet hair simulation, clumping  
skin and fur interaction, cleanup

00:01:47-00:01:51

Simulation and cleanup of baggy skin and fur.

00:01:51-00:01:52

Feather simulation for ostrich  
Hair simulation for zebras, Lion, Tigers,  
Skin simulation for elephant (especially the ears)  
Muscle simulation for Zebras  
Lots of collision/interaction cleanup

00:01:52-00:01:53

Rigid body simulation for cheese balls  
Fur and Hair simulations/cleanup

00:01:53-00:01:56

Simulation of muscle, skin and growing hair.

00:01:56-00:01:57

Fur and hair simulations, skin interaction and cleanup

00:01:57-00:02:00

Simulation of clothing. Cleanup of hair and skin penetration.

00:02:00-00:02:01

Hair and Fur simulation/animation and wind effects.  
Secondary muscle movement and skin interaction

00:02:01-00:02:04

Skin cleanup, interaction

00:02:04-00:02:06

Loose skin simulation, collar simulation

00:02:06-00:02:07

Dynamic simulation of cheeseballs, Secondary skin motion (cheeks)  
Hair simulation and cleanup

00:02:07-00:02:10

Hair simulation on tail, Animation cleanup and some custom skin deformations

00:02:10-00:02:12

Hair Simulation

00:02:12-00:02:16

Fur simulation, wind effects, simulation of ropes and harnesses.

00:02:16-00:02:18

Hair simulation, cleanup and interaction

00:02:18-00:02:22

Hair simulation, some skin cleanup work

00:02:22-00:02:24

Simulation of "stone clothing"  
Simulation of feathers and head dresses

00:02:24-00:02:28

Hair simulation/interaction. Tie and collar simulations.

00:02:28-00:02:31

Fur simulation, secondary fat motion and skin cleanup/custom deforms for Garfield.  
(Screen left character)

00:02:31-00:02:33

Skin simulation, foot cleanup and floor interaction.

00:02:33-00:02:35

Wind effects, fur,tie,harness simulation and interaction.

00:02:35-00:02:42

Hair simulation for tail.

Animation cleanup via custom skin deformations.