Allan Gersten
VFX Artist / FX TD
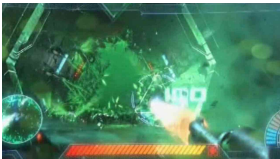(415) 312-7625
allangersten@gmail.com

Shot Breakdown

Wreck-It Ralph - Heroes Duty, bug explosions, rigid body dynamics, atmospheric steam, steam vents and bullet tracers

Wreck-It Ralph - Heroes Duty, bug explosions, rigid body dynamics, rail gun effects, steam vents, score displays

Wreck-It Ralph - Heroes Duty, bug explosions, rigid body dynamics, rail gun effects, steam vents, score displays

Wreck-It Ralph - Heroes Duty, Beacon, bug explosions

Wreck-It Ralph - Heroes Duty, Hologram effects comp treatment

Wreck-It Ralph - Tunnel, electricity effects

Wreck-It Ralph - Sugar Rush - Vanelope Glitch effect

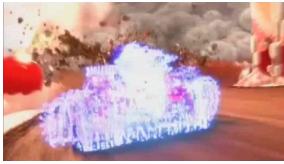Wreck-It Ralph - Sugar Rush - Cupcake cork and crumbs

Wreck-It Ralph - Sugar Rush - Vanelope Glitch effect

Wreck-It Ralph - Diet Cola Hot Springs - Vanelope Glitch effect

Wreck-It Ralph - Diet Cola Hot Springs - Vanelope and race car Glitch effect

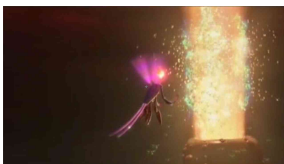Wreck-It Ralph - Cherry Bomb - Vanelope and race car Glitch effect

Wreck-It Ralph - Final Race – Controlled Glitch – Vanelope and race car Glitch effect

Wreck-It Ralph - Final Fight - King Candy Glitch effect

Wreck-It Ralph - Final Fight - Vanelope Glitch effect, compositing effects

Wreck-It Ralph - Diet Cola Mountain Beacon – King Candy Glitch

Wreck-It Ralph - Diet Cola Mountain Beacon - King Candy's Demise

Transformers, Dark of the Moon - Building Destruction, all rigid body dynamics, Collosus building interactions, falling debris, mullion interaction, falling building chunks and furniture

Transformers, Dark of the Moon - Building destruction, all rigid body dynamics. Collosus building interactions, falling debris, mullions, falling building chunks and furniture.

Transformers, Dark of the Moon - Interior building destruction, all rigid body dynamics, mullions, columns, ceiling, floor and furniture interactions with Collosus.

Transformers, Dark of the Moon – All rigid body dynamics. Interactions with Sonic blasts, debris and destruction of robots and fallen ships. Falling ships and interactions with ground, set objects, buildings and robots.

Transformers, Dark of the Moon - All rigid body dynamics. Optimus Prime interaction with exploding building debris, Collosus interaction with building. All explosive building debris interaction with robots, ground planes and environment, falling sheet metal and debris bits throughout shot.

Twilight - Eclipse, Slow Motion Wolves - Slow motion fur Developed and implemented slow motion fur look for all shots in film using Furator, Tippett studios proprietary fur software.

Twilight - Eclipse, Slow Motion Wolves - Slow motion fur developed and implemented slow motion fur look.

Twilight - Eclipse, Fur dynamics design and implementation.

Twilight - Eclipse, Fur dynamics design and implementation.

Twilight - Eclipse, Fur dynamics design and implementation.

Twilight - New Moon, Jacob Transformation - Cloth sim, Fur dynamics design and implementation. Jacob transformation dynamic cloth look development.

Twilight - New Moon, Fur dynamics design and implementation.

Twilight - New Moon, Fur dynamics design and implementation.

Twilight - New Moon, Fur dynamics design and implementation.

Twilight - New Moon, Fur dynamics design and implementation.

Twilight - New Moon, Slow motion fur dynamics design and implementation.

Ice Age 2 - The Melt Down, Interactive water sim for character and ice.

Ice Age 2 - The Melt Down, Interactive water sim for character and ice.

Ice Age 2 - The Melt Down, Interactive water sim for ice.

Ice Age 2 - The Melt Down, Interactive water sim for character and ice.

Ice Age 2, Procedural water animation with froth and bubbles. Used a series of deformers to achieve look using a highly art directable process. Proprietary froth and bubble simulation

Ice Age 2, Procedural water animation with froth and bubbles. Used a series of deformers to achieve look. Proprietary froth and bubble simulation.

Ice Age 2, Procedural water animation with froth and bubbles. Used a series of deformers to achieve look. Proprietary froth and bubble simulation.

The Spiderwick Chronicles, Leaf motion, particle animation.

The Spiderwick Chronicles, Leaf motion, particle animation, cloth sim.

The Spiderwick Chronicles, Fluid smoke effects, cloth sim, leaf motion, particle animation.

The Spiderwick Chronicles, Hogsqueal cloth sim.

The Spiderwick Chronicles, Hogsqueal cloth sim.

The Spiderwick Chronicles, Hogsqueal cloth sim.

Cloverfield, Sprite smoke trails.

Cloverfield, Sprite smoke trails, building debris, ground/foot interaction, smoke, dust, building explosion.

Cloverfield, Sprite smoke trails, building debris.

Cloverfield, ground/foot interaction, sprite smoke, dust.

Cloverfield, steam, falling debris, ground interaction.
Sprite smoke particle animation, particle instanced rocks and debris.