

I had the opportunity to work on some 3D visualizations for interactive training material related to natural disasters. I had to come up with ways to illustrate, then model and render various **natural disasters**, such as floods, earthquakes, wildfires and wildfires. To do this, I used **Blender's physics simulation** for **fluids**, and **smoke**, along with **rigidbody collisions**, and destruction. In order to meet tight deadlines, I had the **rendering** running on seven computers in the office **simultaneously** after baking the sims.