

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.