



# DESTRUCTION VISUAL EFFECTS FROM PREVIZ TO FINAL CUT

Extreme Loading® Technology (ELT) allows filmmakers to employ destruction scenes virtually, in a fraction of the time, with greater realism, and with more options. Applied Science International (ASI) has developed the SLAM FX™ pipeline, transforming engineered simulations into demolition animations, offering production professionals pre-visualization insight, and post rendering and compositing options.



## PREPRODUCTION

During preproduction, a storyboard or script identifies the models to be created and the loading scenarios to be employed for the given scenes. Models are then built using SLAM FX™ or other industry standard tools and simulations are run. SLAM FX™ is capable of generating numerous iterations of loading scenarios in a short time frame, giving the production team several choices early in the production pipeline. This technique is invaluable for pre-visualization as the look of the project is developed.



## PRODUCTION

During production, further enhancements are made to the selected models and loading scenarios. Texture maps, lights, and other visual enhancement are created for the 3D geometry.



In addition, particle simulation such as dust, fire, smoke, and water is blended with the final simulation to add more realism to a given scene.

Once the 3D geometry has been properly dressed and lit, it is then rendered and composited into the final scene.



## POSTPRODUCTION

During compositing, camera movements from the plate are matched and colors are corrected to blend the simulation footage with its surroundings.

