

# ThinkingParticles™ 2 Ensures Vampires' Demise for **Blade: Trinity**

GIVEN ROUGHLY FIVE MONTHS FOR THE EFFECTS WORK, DIGITAL DIMENSION RELIED COMPLETELY ON CEBAS' POWERFUL AND MODULAR **THINKINGPARTICLES 2** PARTICLE SYSTEM IN ORDER TO CREATE THE ELABORATE "ASHING" DISINTEGRATION EFFECTS SHOTS FOR THE VILLAINOUS BLOODSUCKERS' DEMISE FOR NEW LINE CINEMA'S ACTION-PACKED VAMPIRE EPIC **BLADE: TRINITY**.

Since 1996 Digital Dimension has made its mark within the visual effects world, and has delivered memorable shots for over four dozen motion pictures including *Elf*, *The Last Samurai* and *Scooby Doo 2* just to name a few. Their client list reads like a who's who of major studios and includes Warner Brothers, New Line Cinema and Sony among many others. With a reputation built upon delivering amazing visuals, Ben Girard's team was given the nod on effects for **Blade: Trinity**, starring Wesley Snipes.

While excited by the project, CG Supervisor Jason Crosby described it as "massive". "The majority of the 153 shots we got centered on the "ashing" shots where the vampires are destroyed". This meant finding a particle system that was robust enough, which wasn't easy. "We tried other solutions, but discovered that as soon as we needed true rigid body dynamics for the particles and precise map-based controls, everything failed."

Their search led them to cebas' rule-based **ThinkingParticles 2**. "The biggest benefit was how the plug-in allowed us to create new tools within it. It's rare that a tool does exactly what we need out of the box for any given shot. So its usefulness ends up



© 2004, New Line Cinema - *Blade Trinity* Images courtesy of Digital Dimension

being based on how customizable it is", explained Crosby. "Since TP2 uses small building blocks instead of large canned effects, it made it possible to design custom tests for our specific production needs."

Of course, the look was critical as well. "While developing techniques to destroy the vampires, it was critical that it be easily reproducible," Crosby explained, "with so many complex shots and a short time to complete them; a procedural approach that could be reused was the only option. With TP2, not only could we deliver all of the shots in our short production cycle, it also ensured consistency and a look that the director loved."

What's more, cebas was there every step of the way. "cebas listened to all our requests. This solid and mutually beneficial partnership has helped create a powerful production-proven tool" Jason exclaimed. With dedicated DCP developers working in concert with Hollywood's finest, it's no surprise that ThinkingParticles 2 has received such high praise.

For more information on this and many other **discreet certified 3ds max plug-ins**, visit us on the web at [www.TURBOSQUID.com](http://www.TURBOSQUID.com).



© 2004, New Line Cinema - *Blade Trinity* Images courtesy of Digital Dimension