Doron Kamara FX Artist

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*Civilization VI Launch Trailer – * **Rocket Launch Smoke, Fire, and Thrusters**
Responsible for creating fx simulations
Created thrusters using 3ds Max FumeFX
Created rocket launch smoke using 3ds Max Particle Flow and FumeFX
Produced at Plastic Wax

*Lego Marvel Super Heroes 2 Trailer – * **Multiple retimed explosions**
Created multiple retimed explosions, sparks, and lego debris using 3ds Max Particle Flow, FumeFX, and Thinking Particles
Produced at Plastic Wax

*Salem: Season 3 Episode 03 – * **Magical Witch Fire**
Created magical fire elements using 3ds Max Particle Flow and FumeFX
Produced at FuseFX

*Salem: Season 3 Episode 10 – * **Cube Fire and BG Volcano Smoke**
Created fire and smoke elements using 3ds Max Particle Flow and FumeFX
Produced at FuseFX

*Max Steel – * **Max Steel FX**
Created Max Steel FX using Maya Fluids, nParticles, and SOuP
Part of the RnD team responsible for developing the final look of FX
Setup was developed by Andres Berkstein
Produced at Shade VFX

Making History: Season 1 Episode 02 – Barn Explosion
Created explosions using 3ds Max Particle Flow, FumeFX, and Thinking Particles
Produced at FuseFX

Scorpion: Season 3 Episode 06 – Cave Explosion
Created explosion using 3ds Max Particle Flow and FumeFX
Produced at FuseFX

*Arrow: Season 2 Episode 23 - * **Clock Tower Explosion**
Created clock tower explosion using Maya Phoenix FD
Produced at Zoic Studios

*The Flash: Season 2 Episode 11 – * **Truck Sparks and Smoke**
Created truck sparks and smoke using 3ds Max Particle Flow and FumeFX
Produced at Encore VFX

*Supergirl: Season 1 Episode 03 – * **Reactron FX**
Created Reactron FX using 3ds Max Box #2 Particle Flow
Setup was developed by Rick Ramirez
Produced at Encore VFX

Supergirl: Season 1 Episode 03 – Reactron FX
Created Reactron FX using 3ds Max Box #2 Particle Flow
Setup was developed by Rick Ramirez
Produced at Encore VFX

Supergirl: Season 1 Episode 03 – Reactron FX
Created Reactron FX using 3ds Max Box #2 Particle Flow
Setup was developed by Rick Ramirez
Produced at Encore VFX

Supergirl: Season 1 Episode 03 – Reactron FX
Created Reactron FX using 3ds Max Box #2 Particle Flow
Setup was developed by Rick Ramirez
Produced at Encore VFX

Supergirl: Season 1 Episode 05 – Livewire FX
Created livewire fx using 3ds Max Thinking Particles and FumeFX
Setup was developed by Andrew Furlong
Produced at Encore VFX

Legends of Tomorrow: Season 1 Episode 04 – Firestorm Fire and Fireball
Created firestorm fire using 3ds Max Stoke and FumeFX
Setup was developed by Joseph Lu
Created and developed fireball using 3ds Max FumeFX
Produced at Encore VFX

Legends of Tomorrow: Season 1 Episode 02 – Firestorm Fireball
Created and developed fireball using 3ds Max FumeFX
Produced at Encore VFX

Scorpion: Season 2 Episode 21 – Tornado Air and Ground Elements
Created tornado air and ground elements using 3ds Max FumeFX
Multiple artists worked on this shot to create the full tornado effect
Produced at FuseFX

Scorpion: Season 2 Episode 21 – Tornado Air and Ground Elements
Created tornado air and ground elements using 3ds Max FumeFX
Multiple artists worked on this shot to create the full tornado effect
Produced at FuseFX

Supergirl: Season 1 Episode 01 – Jet Engine Fire
Created jet engine fire using 3ds Max Particle Flow and FumeFX
Setup was developed by Hnedel Maximore
Produced at Encore VFX