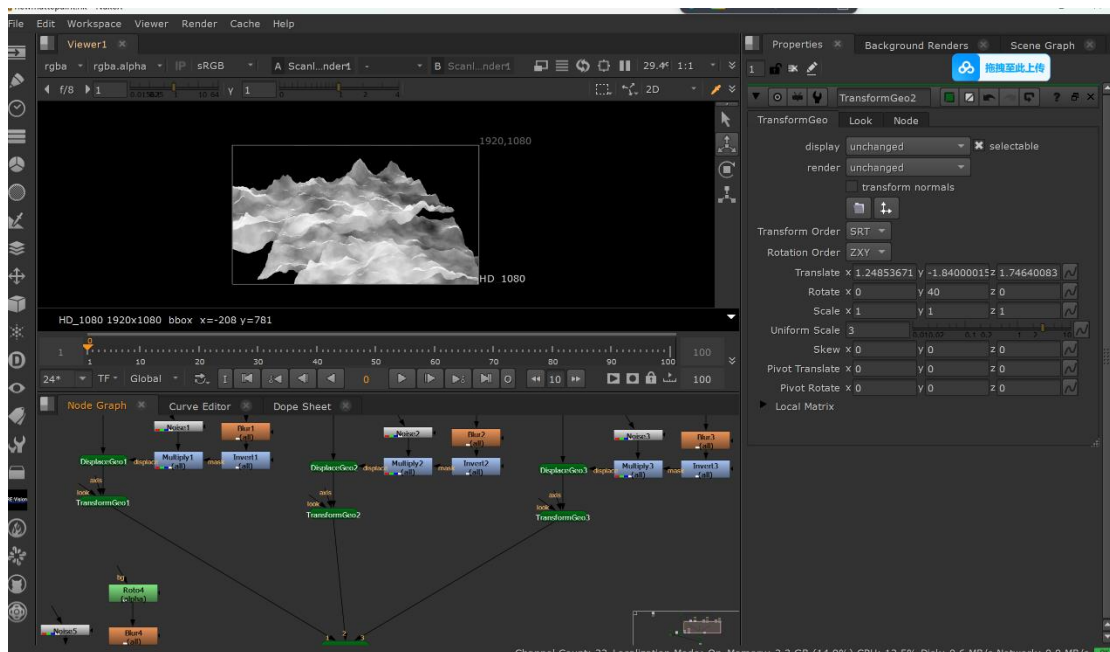
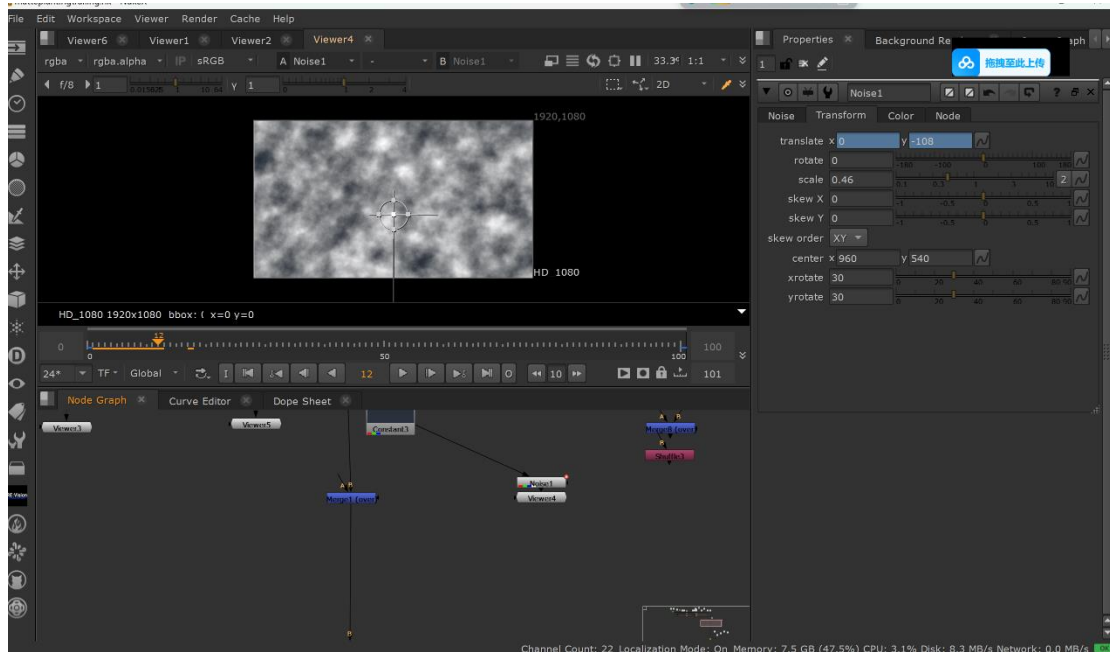


First I created some mountains in nuke with 'noise'.

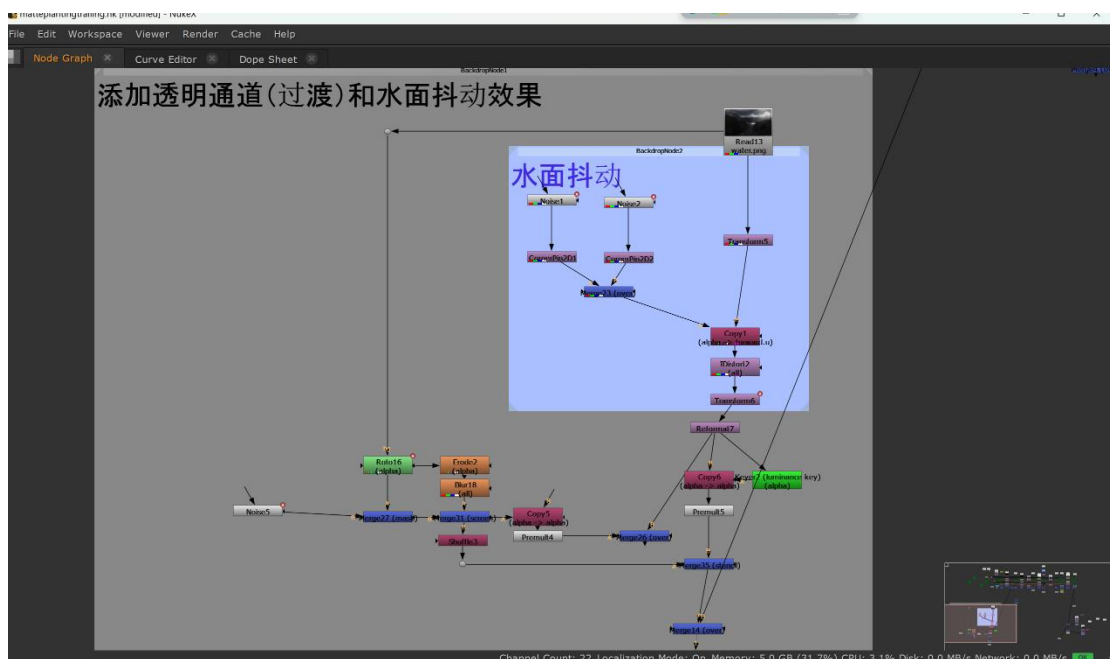


And I'm going to give it a 'noise' texture so that it shows up more clearly.

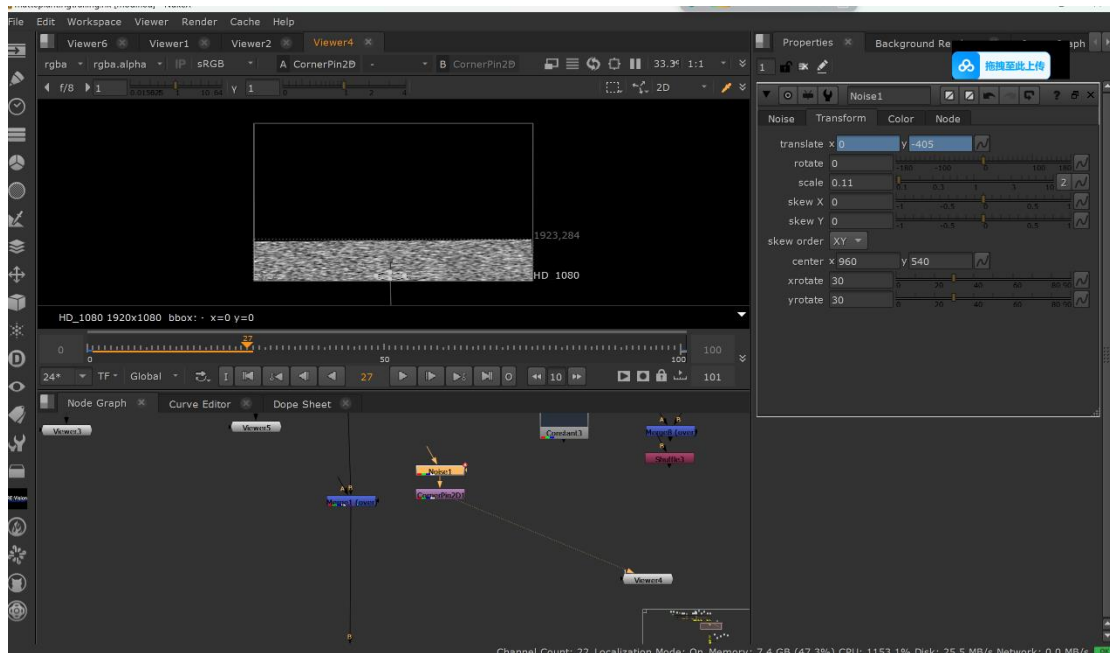
But after some trial and error I thought it would be a good idea to simulate the shape of the mountains in a different way, as I can't control the 3d scene in nuke very well, so I went with the option of keying in ps and then importing the tiff file into nuke for compositing.



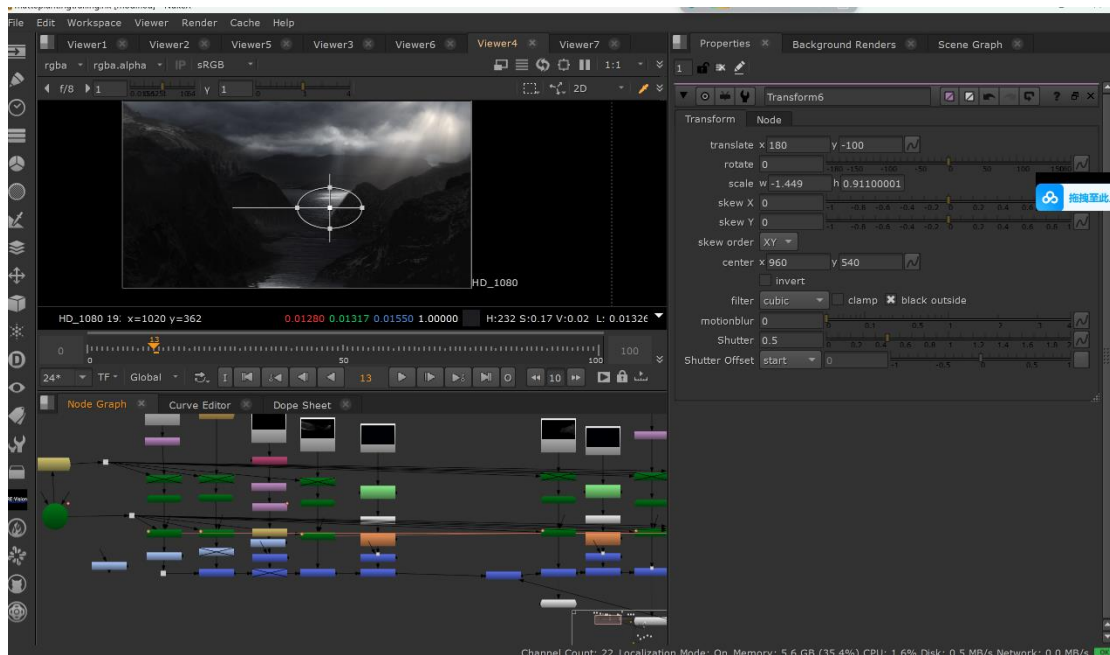
Based on the 'Flame Distortion' file that gonzalo talked about last semester, I tried to use a similar method with making water fluctuations and distortions, and they were strikingly similar.



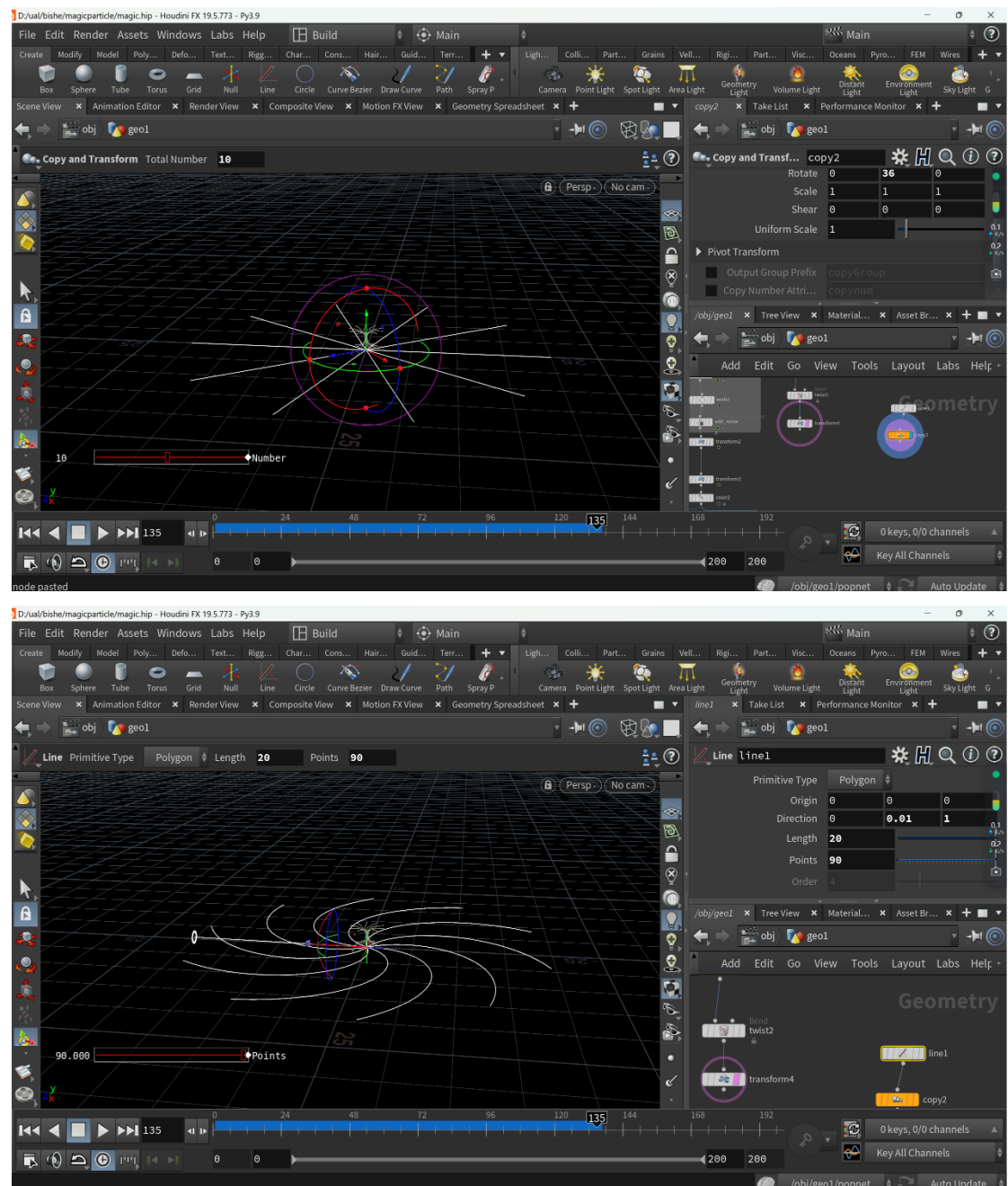
This is the node that makes the water surface fluctuate



I need to use 'cornerpin' to change the direction of perspective and the direction of flow of the water ripples.



Finally, merge it in nuke and add simulated light and some bird flocks.



I need to use the line node to create a trajectory for the particles to move so that my particles follow a certain direction.





