

Zootopia 2

In General:

- Modeling (lots!)
- Camera movement (very much like your P4)
- Lighting (it's hard – like your P3)
- Rigging

Cool effects:

- Snow (Disney developed a lot of snow simulation originally for *Frozen*)
- Water
- Fog
- Breath

Snake:

- Movement (vertex shader, cubic curves?)
- Scales (they really are 3D, not a texture or a shader trick)

Funny:

- Ze-bros
- *Ratatouille* reference

Stereographics:

- Plane of Zero Parallax

Credits:

- Lighting
- Caffeination
- Production Babies
- Easter Egg at the end