Max Hulburt

Founder, Caustic Studio · Forensic Animation & Interactive Exhibits

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Builds 3D reconstructions, animations, and interactive exhibits that illustrate the opinions of retained experts in civil litigation, for counsel on both sides. Focus areas: line of sight and visibility, product failure, and unwitnessed events. Exhibits are built from the case record, scan data, and expert reports, and are reviewed with the sponsoring expert before production. Does not offer opinions on visibility, human factors, or liability.

FORENSIC WORK

Interactive sightline exhibit · Special education supervision case 2024

- Photogrammetric scan of two school rooms; Unreal Engine 5 application at measured dimensions, modeling window tint, reflection, and lighting at the time of the incident.
- Used at mediation; the mediator cited the exhibit as a key factor in reaching settlement. Trial counsel received the Consumer Attorneys of San Diego 2026 Outstanding Advocate Award for the case.

Fall reconstruction animation · Product liability, defective rollator walker 2024

- Photorealistic animation of an unwitnessed fall, using motion capture, built from product photographs and the failure described in the case record. Matter resolved by settlement.

Contamination pathway animation · Product liability, heater-cooler medical device 2024

- 2D animation illustrating a microbiologist's opinion of how bacteria traveled from the device to an open surgical site; revised through timecoded review with the expert and produced with the expert's file. Matter resolved by settlement.

Additional matters in progress are confidential.

TESTIMONY

None to date. Exhibits are offered through the retained expert whose opinion they illustrate.

PROFESSIONAL EXPERIENCE

Founder, Caustic Studio LLC, San Diego 2024 to present

Visual Arts Department Chair and Professor of Animation, John Paul the Great Catholic University, Escondido 2015 to present

Chairs the BFA visual arts program; teaches animation and game development.

VFX Supervisor, feature films *No Reception* (2024) and *O, Brawling Love!* (2023) 2023 to 2024

Animation and visual effects roles (texture, surfacing, motion graphics), including CBS Interactive / GameSpot 2010 to 2019

METHODS AND TOOLS

Scene and object capture: photogrammetry, lidar, blue laser scanning

Production: Unreal Engine 5, Maya, Arnold, Houdini, Chaos Physics, Fluid Flux

Motion: motion capture

Delivery: video, exhibit stills, offline interactive applications

EDUCATION

MFA, Animation and Visual Effects, Academy of Art University 2014

Case descriptions omit party names, venues, and settlement terms. Details available to retaining counsel on request, subject to confidentiality obligations. Updated October 2026.