



Ivel Hernández, the Mexican who returned to Pandora in Avatar

The key elements of **Pandora's universe** have changed: where **water** once dominated, now **fire, smoke, and ashes** reign, redefining its on-screen **visual language**.

That change was part of the work undertaken by **Ivel Hernández**, a graduate of [Tec de Monterrey's](#) Mexico City campus, in **Avatar: Fire & Ash**, the third installment of the saga directed by **James Cameron**.

*"I worked on the film for almost two years. It has the best visual effects I've ever seen; **the details are out of this world.**" "Seeing my name in the credits and meeting James Cameron was like a dream," shared the **Animation and Digital Art** graduate.*

The film, which premieres on **December 18**, is already receiving praise for its technical work, **including nominations for specialized awards**, and looks like it will be a strong contender heading into awards season.



Taming Fire: Particles that build *Avatar*

Ivel explained to [CONECTA](#) that the pyrotechnics and particle scenes require a long development process. **Each shot can take between three and eight months**, especially when it comes to polishing details and responding to the creative team's feedback.

That's where her expertise becomes important. Ivel focused on volumes, meaning everything that behaves like **a gas or energy in motion**.

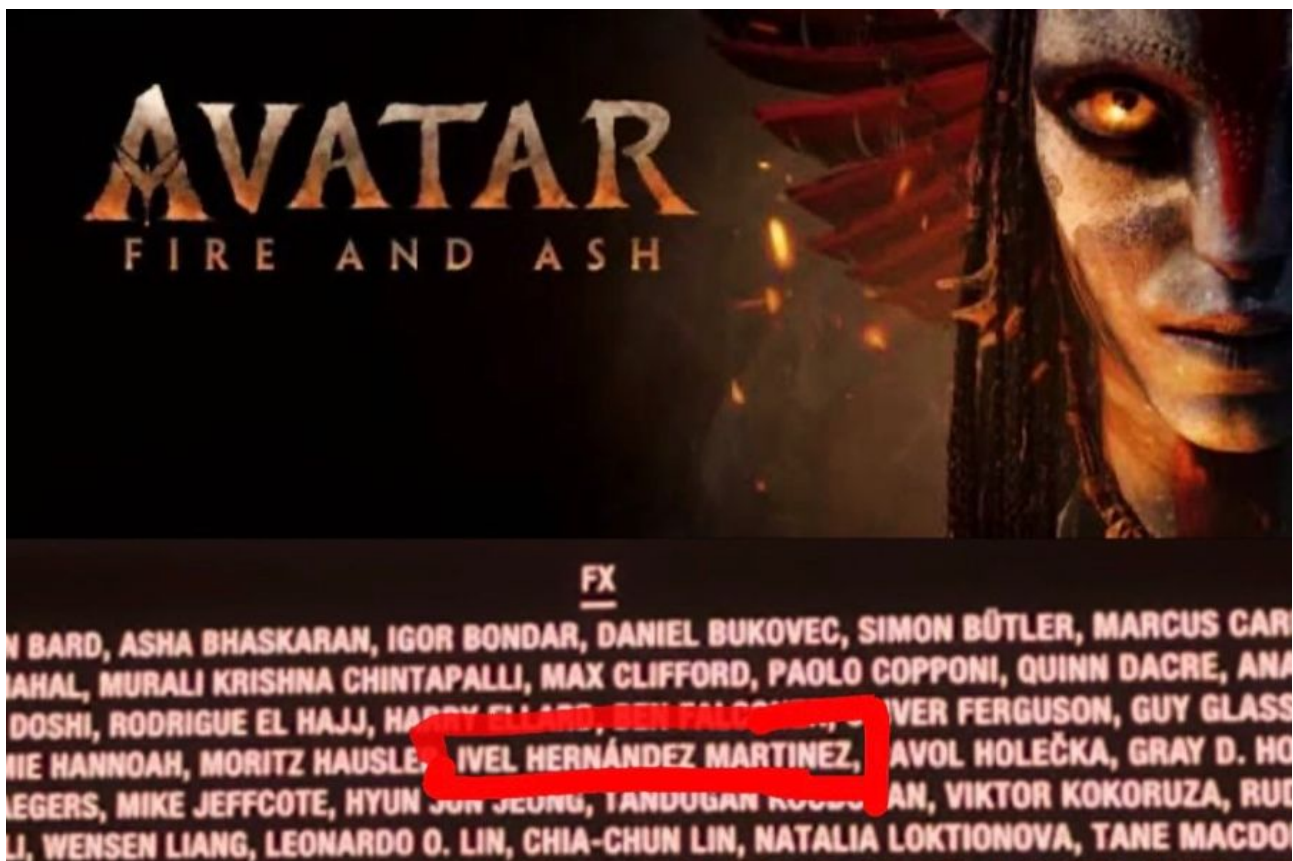
"It's a film that includes a lot of fire; in the last film (The Way of Water) water was the challenge; now it was the opposite extreme," she explained.

Although this is the third installment in the saga, the work hasn't gotten easier, the Tec graduate pointed out. She confirmed that each sequence posed **new technical challenges**, even though there were visual references from previous films.

"I would like the public to see it as it should be seen: in 3D and on an IMAX screen, because it makes for a totally different and high impact experience".

Ivel worked within a team of more than **3,000 people in the visual effects department**, meaning coordination between different areas was key.

*“One of the biggest challenges is **adapting to what the other teams are doing**. Animation gives us certain elements and we have to integrate them so that everything works as a single piece,” she said.*



Sharing her experience on social media to pave the way for others

In addition to her work in film, Ivel has found a **space to share what happens behind the scenes of movies, and to support those who dream of dedicating themselves to visual effects, on social media.**

*“People started asking me about my work and I responded. I saw that there was interest and that there was a **huge community of people** who want to dedicate themselves to this ,” she said.*

Thus, she decided to talk not only about her **professional experience**, but also about how films are made, the technical processes, and the real challenges of working in the industry—content that, she says, **sparks the most interest** among her followers.

Today, through platforms like [Instagram](#) and [TikTok](#), Ivel shares her knowledge about visual effects and animation, while building a community with young people interested in film, video games, and digital art.

Thus, while working on *renders*, Ivel continues to build a bridge between the **global creative industry** and the new generations seeking to enter it.



The future of a franchise that has redefined cinema

Avatar: Fire and Ash will be the direct sequel to ***Avatar: The Way of Water*** and is the franchise's third installment.

Filming began on August 15, 2017, part of an **ambitious continuous filming strategy** meaning it took place while filming for the second installment was going on.

Cameron has already confirmed two further sequels, scheduled to hit movie theaters in **2029 and 2031** respectively, making *Avatar* one of the **most influential and innovative sagas in the history of contemporary cinema**.

"I would like the public to see it as it should be seen: in 3D and on an IMAX screen, because it makes for a totally different and high impact experience," concluded Hernández.

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