

## VFX Reel - Shot Breakdown

This breakdown is an outline of the processes I was responsible for to create the following shots on this reel. The visual effects pieces are listed in order of appearance. Main compositing package used was Eyeon's Fusion. Motion Graphics for name slate created on After Effects.

### **SUPERMAN RETURNS: Movie Title Sequence**

*The planet Krypton explodes followed by a trail of Kryptonite infused asteroids*



#### **Opening Shot: Planet explosion (all CG shot)**

- Responsible for the Precomp of the exploding planet and asteroid trail to be used in the Master comp.
- Integrated all 3D elements as well as build 2D elements to enhance both planet explosion and asteroids
- Did colour correction for the kryptonite base as per client reference and matched colour of the Precomp to the rest of the comp for seamless integration

### **SUPERMAN RETURNS: Atlantis Project Underwater Sequence (all CG shots)**

*Lex Luthor fires off a Kryptonite missile into the ocean deep causing New Krypton to grow*



#### **Shot: close up of missile falling into the ocean deep; missile flares open to reveal the growing Kryptonite**

- Responsible for look development of the sequence and final composite
- Integrated the many layers of CG elements to create a realistic underwater environment; built 2D elements to enhance 3D
- Combined the various 3D passes (e.g. diffuse, specular, bubbles, spore etc) for the missile; also used stock footage of Richard "Doc" Bailey's spore to further enhance the "spore effect" – i.e. warped and tracked it to missile
- Integrated stock footage as well to enhance effects (e.g. stock footage of lens flare)
- Corrected any problematic 3D using various techniques, e.g. masking or warping



#### **Shot: Kryptonite continues to grow as it falls thru the water**

- Responsible for final composite and underwater and kryptonite look development
- Integrated the many 3D elements to create a realistic underwater environment; built 2D elements to enhance 3D
- Combined the many 3D passes for growing Kryptonite
- Corrected any problematic 3D









#### **Shot: Kryptonite hits the ocean floor, scraping along an underwater canyon as it continues to grow**

- Responsible for final composite and look development
- Integrated the many 3D elements to create a realistic underwater environment; built 2D elements to enhance 3D (e.g. lighting around the Kryptonite created using colour correction and 2D tracked masks)
- Combined the many 3D passes for growing Kryptonite
- Corrected any problematic 3D



#### **Shot: Kryptonite grows out of the ocean floor creating great disturbance**

- Assisted on shot; was responsible for taking shot to final look (integral to look development)
- Added new 3D elements as they became available and added 2D elements built for previous shots to this shot to help to ensure consistency
- Helped correct any problematic 3D

	<p><b><u>Shot: Kryptonite continues to grow underwater over a massive area of the ocean floor</u></b></p> <ul style="list-style-type: none"> <li>- Assisted on shot; was responsible for taking shot to final look (integral to look development)</li> <li>- Added new 3D elements as they became available to existing composite and added 2D elements built for previous shots to this shot to help to ensure consistency</li> <li>- Helped correct any problematic 3D</li> </ul>
	<p><b><u>Shot: Kryptonite continues to grow along the underwater canyon towards the surface and into the distance</u></b></p> <ul style="list-style-type: none"> <li>- Assisted on shot; was responsible for taking shot to final look (integral to look development)</li> <li>- Experimented with existing passes to help create the best look possible; also, added new 3D elements as they became available and built 2D elements (e.g. extended the underwater canyon) to enhance the shot and help to ensure consistency.</li> <li>- Helped correct any problematic 3D</li> </ul>
<p><b>SUPERMAN RETURNS: Metropolis Destruction Sequence</b></p>	
	<p><b><u>Shot of Superman flying over water</u></b></p> <ul style="list-style-type: none"> <li>- Responsible for matte extraction for Superman</li> <li>- Integrating CG cape to Superman</li> <li>- Fixing the track on the city and final colour</li> </ul>
<p><b>SUPERMAN RETURNS: Atlantis Project Sequence</b></p>	
	<p><b><u>Shot: Lex Luthor and cohorts stand on deck and fires off a missile; it shoots a blast of smoke behind, towards the camera</u></b></p> <ul style="list-style-type: none"> <li>° Responsible for final composite including: <ul style="list-style-type: none"> <li>- Matte extraction for FG element</li> <li>- Paint fix for items on table (for retiming purposes) and wire removal</li> <li>- 2D/3D integration – e.g. various layers of smoke (roto'd to use the best parts only), layers of missile and missile blast, sky, lens flare etc.</li> <li>- Background replacement</li> <li>- Back fire done using stock footage</li> <li>- Final colour including highlight fixes</li> </ul> </li> </ul>
	<p><b><u>Shot: (all CG shot) The missile falls thru the sky and lands in the water a great distance away</u></b></p> <ul style="list-style-type: none"> <li>° Responsible for final composite including: <ul style="list-style-type: none"> <li>- Combining and integrating various 3D layers and elements (e.g. sky, water, missile)</li> <li>- 2D track and animation of missile</li> <li>- 2D track of smoke trail</li> </ul> </li> </ul>
	<p><b><u>Shot: Lex Luthor, Kitty and their cohorts watch as the storm forms</u></b></p> <ul style="list-style-type: none"> <li>- Responsible for keying-matte creation, paint-fix (removing bottles on deck), and roto for all the rails</li> </ul>

**ASSASIN'S CREED LINEAGE**  
(mini series created specifically for video game)



**Shot: Knife Throwing – 3 successive shots**

- ° Responsible for final composite including:
  - Combining and integrating various elements, both live action and CG
  - matte extraction, BG replacement, and colour correction/balancing to match sequence



**Shot: Hoisting the Assassin**

- ° Responsible for final composite including:
  - 2d/3d integration and BG replacment
  - matte extraction and colour correction/balancing to match sequence



**Shot: Assassin looks on**

- ° Responsible for final composite including:
  - 2d/3d integration and BG replacment
  - matte extraction and colour correction/balancing to match sequence

**JOURNEY TO THE CENTRE OF THE EARTH 3D**  
(stereoscopic movie)



**Shot: Vines move amongst the vegetation**

- ° Responsible for final composite including:
  - Integrating 3d vines to seamlessly blend in with live action
  - All colour corrects, grain management, rotoscopy



**Shot: Vine shapes itself human-like**

- ° Responsible for final composite including:
  - 2D/3D integration – added in CG Vine
  - Rotoscoping
  - All colour corrects



**Shot: Vines move amongst the vegetation**

- ° Responsible for final composite including:
  - Integrating 3d vines to seamlessly blend in with live action
  - All colour corrects, grain management, rotoscopy

**IN THE NAME OF THE KING - A DUNGEON SIEGE TALE**



**Book Monster Sequence: Book Monster Rises - Evil Krug leader uses magic to create a monster out of the books and entraps Farmer**

- ° Responsible for final composite including:
  - 2d/3d integration of CG books, particle effects etc
  - All rotoscoping, for "Farmer" and other elements; colour corrects, grain management, consistency within sequence
  - manipulation of 3d renders to improve look; also, fixing any problematic 3d



**Book Monster Sequence: Book Monster Falls - Book Monster is destroyed and lets go of Farmer**

- ° Responsible for final composite including:
  - 2d/3d integration of CG books to live action
  - All rotoscoping, colour corrects, grain management
  - Fixing any problematic 3d

**RUINS**



**Shot: Vines move amongst the vegetation**

- ° Responsible for final composite including:
  - Integrating 3d vines to seamlessly blend in with live action
  - All colour corrects, grain management, rotoscoping

**IDLEWILD**



**Shot: butterfly flies off boy's shoulder**

- Responsible for adding in CG butterfly and integrating with live plate including adding in 2D contact shadow and colour corrects

**ACROSS THE UNIVERSE**



**Shot: drives thru highway sign and spins down staircase**

- ° Responsible for final composite including:
  - 2d/3d integration - seamlessly blending in CG with liveaction for the fly thru
  - All rotoscoping, matte extraction, colour corrects, grain management
  - Fixing any problematic 3d

**IDLEWILD**



**Shot: Car chase scene night time (used in movie)**

- Responsible for adding in the CG elements for train, smoke, dust and integrating with live plate
- Colour corrects for continuity; changed the daylight scene into a night scene via colour corrects
- Added in 2D headlights to car, train
- Created matte for tree line and added in a night time sky

**IDLEWILD**



**Shot: Train passes overhead**

- ° Responsible for final comp including:
  - Adding in all CG elements of train and tracks
  - Creating 2D lighting effects and creating "sparks" via Particle Illusion
  - All colour corrects and grain management