

Reel Breakdown



Shot 1 - Secrets of Eden

Removal of the bra strap by tracking a piece of geometry to the movement of her back, texturing it with a neutral skin patch and adding the shadow movement manually afterwards.
Rotoshape for dress was provided.

Software used: Fusion, PFTrack, Photoshop



Shot 2 - Salem Falls

Removal of the Pepsi sign using four corner pin in Fusion. Painted texture for replacement, keyed/rotoscoped minor details.

Software used: Fusion, Photoshop



Shot 3 - Dino Dan

Lighting and rendering of the dinosaur, compositing the shot.

Software used: Maya, Nuke



Shot 4 - Dino Dan

Rotoscoping the bag, compositing the shot.

Software used: Nuke



Shot 5 - Dino Dan

Rotoscoping the trunk, compositing the shot.

Software used: Nuke



Shot 6 - Dino Dan

Rotoscoping the jacket, compositing the shot.

Software used: Nuke



Shot 7 - Dark Matters: Twisted But True

Keying, rotoscoping of transparent/reflective objects, color correction, adding various effects. CG background was provided.

Software used: Fusion



Shot 8 - Dark Matters: Twisted But True

Keying, creating particles, adding various effects, fog footage and provided plant assets, as well as doing day for night conversion.

Software used: Fusion



Shot 9 - Dark Matters: Twisted But True

See shot 8.

Software used: Fusion



Shot 10 - D-Day to Victory

Texturing of the ground and shading of weapon and ground. Also lighting, rendering and compositing.

Software used: Maya, Fusion



Shot 11 - "Sprockets" (working title)

Created background plate out of multiple photos and composited everything with a provided CG bridge.

Software used: Fusion, Photoshop