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OPEN ROAD

Responsibilities:

Matte Painting, Compositing, Plate Cleanup, Stereoscopic Conversion

Challenges:

The director wanted to use stock video footage but completely change the time of day. A matte painting was constructed from photos, lens flair removed, plate tracked, sky replaced, tracks augmented, and lens shmutz/flair added.

Kit:

Photoshop, Nuke



MOUNTAIN FLIGHT

Responsibilities:

Matte Painting, Modeling, Shading, Lighting, Animation, Compositing
Delivered in Stereo

Challenges:

Creating a completely CG environment, photo-real matte painting, and plane model. Matte projection was done in comp to facilitate changes in the camera.

Kit:

Photoshop, Nuke, Cinema 4D, Blender



BLACK MOUNTAIN FILM co. SLATE

Responsibilities:

Look Dev, Lighting, Miniature Photography, Compositing

Challenges:

Look development and design, Miniature construction, lighting, and photography. There was only one day to shoot, so things had to be done right the first time.

Kit:

Photoshop, After Effects



OVERHAUL UNDERGROUND

Responsibilities:

Design, Lighting, Miniature Photography, Modeling, Compositing

Challenges:

All content was still photos. Extensive use of projection mapping to add animation. Miniatures had to be built, lit, and photographed.

Kit:

Photoshop, After Effects, Blender, Sony Acid



SHADE

Responsibilities:

Design, Matte Painting, Compositing

Challenges:

All original designs for a flash web site. 3 large panoramic matte paintings, all onscreen graphics had to be designed with a common style and organized for easy implementation. Load times and other web related constraints.

Kit:

Photoshop, After Effects, Flash, Illustrator, Blender



CAR ROTO

Responsibilities:

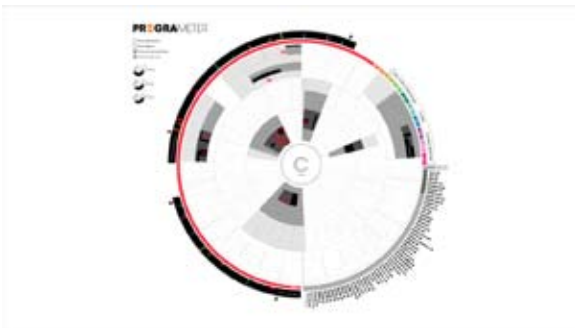
Roto, Keying, Compositing

Challenges:

Plate from Ron Brinkmann's book, this was not a tutorial. Over exposed screens, objects blocking screens, various screen colors, rotoing hair, tracking and stabilizing, estimating camera FOV, edge cleanup, spill suppression, and paintwork.

Kit:

Photoshop, Nuke



PROGRAMETER

Responsibilities:

Concept, Design, Animation, Compositing

Challenges:

Design an application that maps out hard disks. Animation had to show the normal usage of the program. Expressions used to drive various animation.

Kit:

Illustrator, After Effects, Photoshop, Sony Acid



FLYOVER

Responsibilities:

Matchmoving, Modeling, Shading, Lighting, Roto Paint, Compositing

Challenges:

Plate from a friend, this was not a tutorial. Lots of roto and paint work cleaning up the shot and adding a helicopter pad to the large building.

Kit:

Photoshop, Nuke, Syntheyes, Blender



STRANGE

Responsibilities:

Look Dev, Lighting, Miniature Photography, Compositing

Challenges:

"Macro" miniature photography and lighting, painting 32-bit displacement maps, design and type integration.

Kit:

Photoshop, Nuke



TITANIC'S ORGAN

Responsibilities:

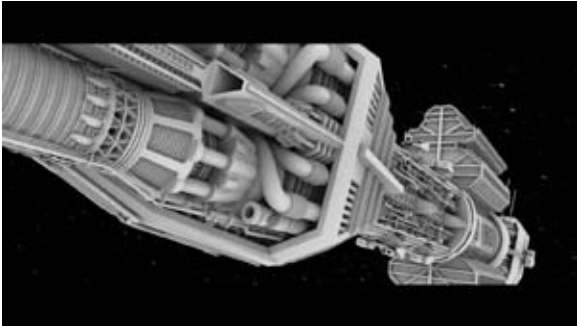
Concept, Modeling, Texturing, Lighting, Rendering

Challenges:

Concept, Design, and modeling of an underwater pipe organ. Keeping high detail while maintaining a very stylized look.

Kit:

Photoshop, Lightwave, Blender



OMEGA DESTROYER

Responsibilities:

Modeling

Challenges:

A high level of detail was needed to hold up under close shots. Over 10 million polys with all layers and instances turned on.

Kit:

Lightwave, Blender



STAGE 5

Responsibilities:

Design, Lighting, Practical Effects, Compositing

Challenges:

All effects were filmed in camera. Lighting proved difficult when seeking abstract forms. Physical effects needed lots of prep and testing. No 3D, plugins, or computer generated graphics were used.

Kit:

Physical effects and lighting, After Effects (editing), Adobe Audition