

Shot Breakdown

<p>Shot 1:</p>	<p>Notes: Footage, 3D matchmove and CGI courtesy of http://www.fxphd.com</p>	<p><u>What was done:</u></p> <ul style="list-style-type: none"> - Articulate rotoscoping. - Paint out chair and loose wires - Monitor Design and Creation. - Green Screen Extraction. - 3D Camera projections. - 2D Tracking. - 3D integration. - Color correction and grading <p><u>Software Used:</u></p> <p>Photoshop: Still Monitor Design, Textures used as projections. Nuke: All compositing. After Effects: Motion Graphics for Monitors and Intro.</p>
<p>Shot 2:</p>	<p>Notes: Base CG head created using Face Gen. Vein textures dually created by Austin Roderique and myself. Final CG head appearance was outcome of joint work from Austin Roderique, Stephen Jenkins and myself</p>	<p><u>What was done:</u></p> <ul style="list-style-type: none"> - Simple rotoscoping. - Red eye glow. - Matchmoving. - CG head replacement. - Vein textures. - Vein Color Correction. <p><u>Software Used:</u></p> <p>Syntheyes: Matchmoving. Maya: CG head editing. Photoshop: Texture creation. Shake: All compositing.</p>

Shot 3:	<p>Notes:</p> <p>All CG elements created by artists at Neoscape Inc.</p>	<p>I was responsible for keying multiple green screen elements and integrating them into a full CG back plate. Multi layer color correcting for the CG backplate and final grade.</p> <p>Software Used:</p> <p>After Effects: All Compositing. Photoshop: Creating lighting and color correction maps.</p>
Shot 4:	<p>Notes:</p> <p>All CG elements created by artists at Neoscape Inc.</p>	<p>I was responsible for keying multiple green screen elements and integrating them into a full CG back plate. Multi layer color correcting for the CG backplate and final grade. Addition of secondary lighting elements into the scene.</p> <p>Software Used:</p> <p>After Effects: All Compositing. Photoshop: Creating lighting and color correction maps.</p>

<p>Shot 5:</p>		<p><u>What was done:</u></p> <ul style="list-style-type: none"> - Matchmoving - Scene reconstruction - CG multi pass layering - Rotoscoping - Animation - Shading - Lighting - Color Correction - Sky Replacement - 2D tracking - Rendering - Color Grade <p><u>Software Used:</u></p> <p>Shake: All compositing. Syntheyes: Matchmoving Maya: Shading, lighting, scene reconstruction, animation. Mental Ray: Rendering Photoshop: Sky replacement creation.</p>
<p>Shot 6:</p>		<p>For this shot, I was responsible for roto/paint work in order to place the talent's collar under his coat.</p> <p>Software used: Shake and Photoshop</p>
<p>Shot 7:</p>	<p>Notes:</p> <p>Final color grade and back plate were given by client.</p>	<p><u>What was done:</u></p> <ul style="list-style-type: none"> - Green screen extraction. - Color Correction. <p><u>Software Used:</u></p> <p>Nuke: All compositing.</p>

Shot 8:	<p>Notes:</p> <p>All CG elements created by artists at Neoscape Inc.</p>	<p>I was responsible for keying multiple green screen elements and integrating them into a full CG back plate. Multi layer color correcting for the CG backplate and final grade.</p> <p><u>Software Used:</u></p> <p>After Effects: All Compositing. Photoshop: Creating lighting and color correction maps.</p>
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