

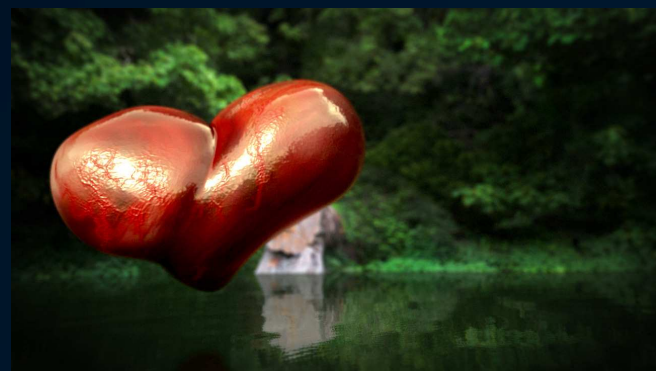
shot breakdown showreel 2011/12

intro



BG element 3D camera projected in After Effects. Camera focus animated to sound through audio keyframe expressions.

shot 1

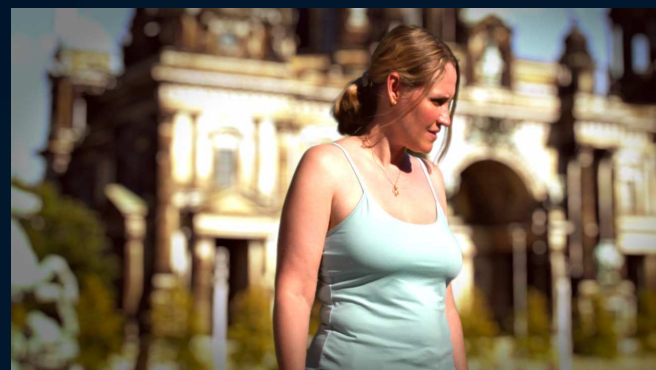


Individual project for university.

PhotoShop, Maya, Mudbox, Mental Ray, Toxik (Composite).

Layer extraction for the BG in PhotoShop, camera mapped onto 3D geometry in Maya. Texturing and modelling of the heart in Maya and Mudbox and shaded with subsurface mental ray shaders. Heart animated with a combination of nCloth and expressions. CG water created with Maya Fluids and custom ripples created with deformers. Rendered with Mental Ray and composited and graded in Toxik(Composite).

shot 2



Personal project. Original footage from hollywoodcamerawork.us.
Nuke.

Footage stabilized and keyed then projected onto 3d cards. New camera move and focus shift animated. Keyer used: Primatte and Keylight.

shot 3



Personal project. Original footage from fxphd Nuke intermediate course.
Nuke.

Denoised the plate. Created clean plate for the right hand corner using Nuke's RotoPaint tool. Reanimated the right arm to compensate for the impact of the helper. Replaced the back of the shirt using Nuke's RotoPaint tool. Regained the painted part. Overexposed windows replaced with existing underexposed pass through a combination of lumakeys and RotoPaint tools. Retimed and animated the blood burst. Final grading.

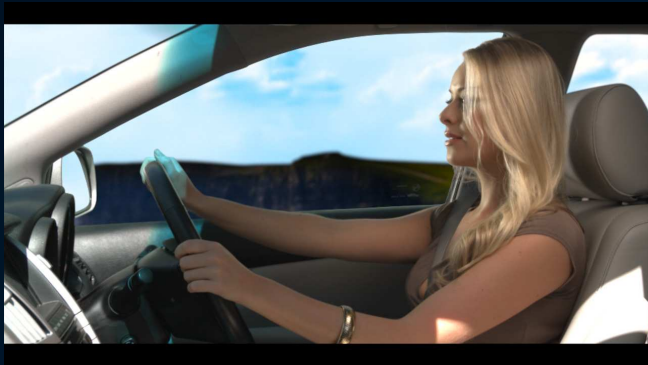
shot breakdownshowreel 2011/12

shot 4



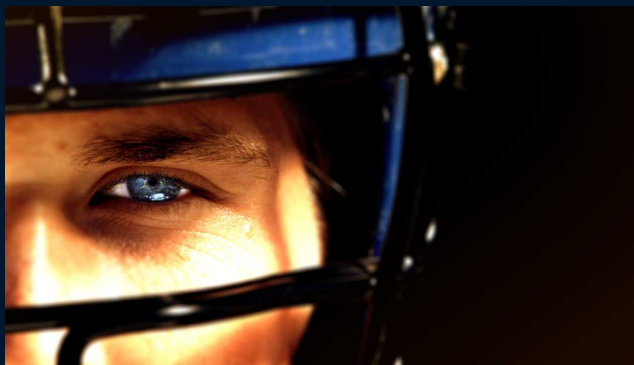
Personal project. Original footage from cmi SynthEyes training course. SynthEyes, Maya, Mental Ray, Nuke.
Original footage tracked and undistorted in SynthEyes. Solved camera track exported to Maya. Set rebuild for fluid collision in Maya. Smoke created with Maya Fluids and rendered with Mental Ray. Smoke renders redistorted and composited in Nuke. Final Grading.

shot 5



Personal project. Original footage from 'The Art and Science of Digital Compositing' supporting DVD.
Nuke, PhotoShop.
Original footage stabilized. The car-inside, the arm and parts of the head hand rotoed using the RotoPaint tool. Face/head keyed with keylight. Background elements created in PhotoShop and 3d projected onto bicubic cards in Nuke.

shot 6-9



Shots from my entry for the gettyimages 'MISHMASH' competition.
After Effects, Colorista II.
Color corrected and graded the shots with After Effects using the Red Giant Colorista II plugin. Also denoised the footage if needed.