

SHOT BREAKDOWN

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Night at the Museum 2:

Compositing.

Added additional greenscreen men to several shots. Matched color, lighting, and creation of overlapping 2-D shadows to match scenes. Paid special attention to the making of keys, and the integration of detail and blended edges of the greenscreened men to match the plate. Retimed plates and created offset and placement of additional greenscreen men. Created highlights and reflections in added men to match the look of the live action plate. Patched out unwanted overlapping of additional characters both in greenscreen and live actions plates. Duplicated background gangsters and men at arms. Placed in CG birdmen heads and spears on additional and live action horus soldiers. Added CG characters including Lincoln, CG squirrel, and CG character Octavius. Matched heads and spears to plates. Added motionblur and depth of field. Worked hand in hand with other compositors on several shots for additional color corrections and edge treatments. **(Icy)**

Katy Perry “California Gurls” Music Video:

Compositing.

Preformed greenscreen extraction of Katy Perry, additional dancers, miniatures and set pieces. Combined matte paintings elements, live action footage, and moving ocean for seamless composities. Addition of parallax and placement of objects on 3-D cards. Composited multi-rendered passes of CG fx steam, cotton candy clouds and chocolate pools. Hand animated/warping of clouds and sky, as well as matte painted 2-D marshmallows to move with dancer's jumping. Addition of shadows, grain, 2-D and 3-D motion blur, depth of field, and reflections. Composited and matched colors and lighting to background plate. **(Nuke)**

A-Team:

Compositing.

Composited CG tanker ship with live action footage. Added 3-D light cones for crane light and created effects lensflare using After Effects. Added atmospheric live action mist and smoke. Created shadows, grain, motion blur, depth of field, color corrections and reflections. Greenscreen removal and placement of live action actor on 3-D card. Created additional parts of foreground crane and matched movement to live action footage. **(Icy, AE)**

Yellow Pages Commercial:

Compositing.

Pulled multiple luma keys, combined mattes and performed marker/rig removals. Put together 2-D plates with CG cities and objects on 3-D cards for various shots. Added Depth of Field, Atmosphere, and 3-D motion-blur. Tracked 2-D elements to 3-D camera moves using 3-D cameras. Added shadows and reflections. Color corrected and matched images. Re-timed plates including speed ramps and slowdowns per client request. Recreated actor's body for a range of frames when there was no body available from filming. Added 2-D flickering candle-glow. Performed 3-D sky replacements. Composited various elements to create a matte painting that followed art director's reference frames. Added and color corrected live action waves to matte painting's oceans. **(Nuke)**

The Vampire's Assistant:

Compositing.

Composited 3-D multi-pass images into scene. Matched shadows, reflections, grain and color for CG spider and web into live action scene. Warped shirt, when spider's legs interacted with the actor's clothing. Worked with lighting for integration of lighting elements. Implemented client corrections and completed shots two weeks early. **(Icy)**

Zyrtec Commercial:

Compositing.

Composited 3-D passes of the bottle, water and pill into scene. Matched color to original product and style frames as well as scene. Applied spec, reflection, refraction, depth and motion blur to image. Worked with client and producer to address changes and hand off of shots. **(Nuke)**

Alvin and the Chipmunks:

Compositing.

Addition of hero CG characters, CG fx (smoke from cauldron), shadows, grain, motion blur, depth of field, color corrections, and reflections. Composited and matched colors and lighting to background plate. Problem solved compositing issues including adding a 2-D warp and movement to a lever that was supposed to move when the CG element was never produced. Implemented client corrections. **(Icy)**

Pirates of the Caribbean 3: At World's End

Paint and Rotoscoping.

Rotoscoping of elements and removal of wires, rigs and markers. Assisted lead rotoscope artist for the organization of shots with multiple scans. Directed and managed other artists and work for various rotoscope shots. Responsibilities included: assembling team's mattes, rotoing, checking other artist's work, applying motion blur and communicating with sequence compositors from start to finish. **(Nuke, Combustion)**

Transformers:

Paint and Rotoscoping.

Rotoscoping of foreground girl and hair in first shot with the mountain dew bot. Snow shots included removal of wires and lead lines. **(Nuke)**