

Reel breakdown

Shot#1



Tasks

Modeling, animating, texturing, shading, lighting, and rendering of CG ship and environment. Shader and look development within NUKE. Keying, roto-scoping, projecting, relighting, and compositing of hero character. Color treatment and optical effects.



Software

The Foundry NUKE
Autodesk Maya
Adobe Photoshop
Adobe After Effects

Shot#2



Tasks

Plate stabilization, denoise, and clean-up. Crowd paintout, cliff extension, waterfall footage integration, mist element integration. Regrain and color treatment.



Software

The Foundry NUKE
Adobe Photoshop
Adobe After Effects

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Shot#3



Tasks

Panoramic plate stitching, perspective correction, BG clean-up, traffic paintouts, sky replacement, and virtual camera move to generate clean plate. Texturing, lighting, rendering CG assets. Crowd duplication and matte painting integration. Comp supervision, roto QC, and color treatment.



Software

The Foundry NUKE
Autodesk Maya
Adobe Photoshop
PTGui

Shot#4



Tasks

Rotoscoping, keying, facial tracking, look development, and integration of stock elements. Modeling, shading, lighting, and rendering of CG skull. Retiming and other stock element manipulations. Color correction and treatment.



Software

The Foundry NUKE
Autodesk Maya
PFTrack
Adobe Photoshop