

REEL SHOT BREAKDOWN

Matt French - Composer

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SHOT 01 "AUSTRALIA"

Composite

Obstacles: Blue screen footage very grainy resulting in difficult motion blur mattes.

SHOT 02 "AUSTRALIA"

Composite

Obstacles: Blue screen footage very grainy resulting in difficult keys on hair.

SHOT 03 "AUSTRALIA"

Tracking & roto on vines, trellis, lower half of Hugh & Brandon

Obstacles: Push in on very detailed roto (vines) that were moving in the wind. A lot of scaling and distortion.

SHOT 04 "AUSTRALIA"

Roto on actors, horses and gear

Obstacles: Horses never stand still! They are always moving and twitching requiring high attention to detail.

SHOT 05 "AUSTRALIA"

Roto on FG characters (BG darkened and screen insert by compositor)

Obstacles: Very long shot. Involved tracking and keyframing of multiple roto shapes for each character.

SHOT 06 "AUSTRALIA"

Tracking & roto of FG elements & characters

Obstacles: Roto on theatre sign required high level of detail.

SHOT 07 "AUSTRALIA"

Paint of horses main (BG mountain replaced from horizon up by compositor)

Obstacles: High level of detail needed to maintain the motion of the horse's mane

SHOT 08 "AUSTRALIA"

Roto & paint FG horses (two separate FG horse plates joined by compositor)

Obstacles: Horse's manes and tails. Required large amounts of manual paint and roto to maintain motion.

SHOT 09 "TORCH"

Dustbusting, track & composite butane flame, track & composite luggage sticker, grade.

SHOT 10 "COUNTRY STORE"

Dustbusting, shot flopped, all signage tracked, cornerpinned & composited, grade.

SHOTS 11-14 "WIGGLE & LEARN"

Keying of all characters, roto of all characters, final comp.

Obstacles: Difficult keying due to badly shot DV footage with in-camera sharpening artifacts

SHOTS 15-18 "ANIMALIA"

Sh17 Paint fixes, Explosion FX, distorted birds FX, grade (interactive lighting), final comp.

Sh18 Paint fixes, complete relight of shot in comp, grade (morning to late afternoon), FX, final comp.

Sh19 Paint fixes, relight in comp, 3D skydome, grade (morning to overcast), FX, final comp.

Sh20 Paint fixes, relight in comp, FX, grade (morning to night), final comp.

Obstacles: Almost all shots required tracking, paintfixes, 3D fixes and comp relighting and FX

SHOTS 19-21 "S.T.A.L.K.E.R"

Additional 2D FX (muzzle flash, glows, DOF), character splash lighting, grade, final comp.

SHOTS 22-27 "TOMB RAIDER ANNIVERSARY"

Additional 2D FX (muzzle flash, glows, god rays, lightwraps, dust, mist, DOF), roto, paint fixes, grade, final comp.

SHOT 28 "BIOSHOCK"

Paint fixes, additional 2D FX (glows, DOF), grade, final comp.

SHOT 29 "THE DARKNESS"

Paint fixes, additional 2D FX (glows, smoke, DOF), grade, final comp.