

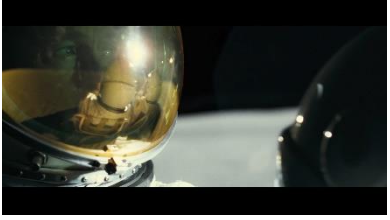
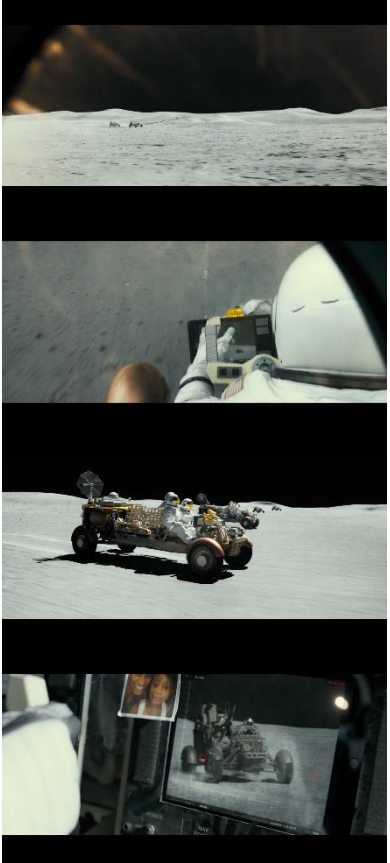

Michael Sanders

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Reel Breakdown






**All shots Composited using Nuke*

Shot #	Thumbnail	My Role
Shot 1		Integration of plate with CG background. Visor color correction. Integration of CG visor reflection.
Shot 2-5		Integration of FG visor effect. Integration of plate with CG background and rovers. Integration of monitor display. Selective colorization of black-and-white-filmed plate using secondary color plate.
Shot 6		Integration of plate with CG background and rovers. Selective colorization of black-and-white-filmed plate using secondary color plate. Integration of debris and projectile effects (combination of 2D and 3D).

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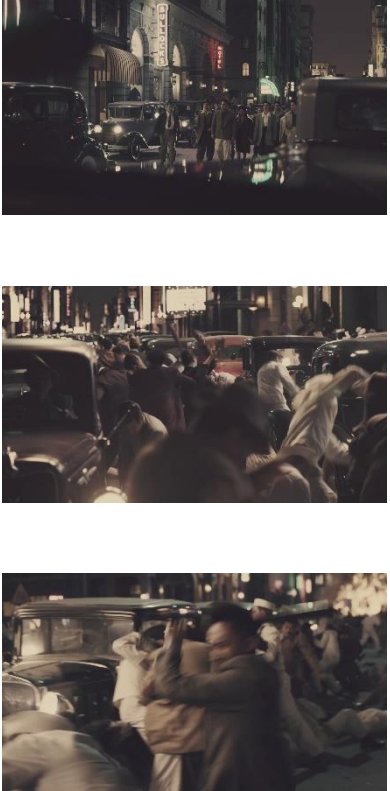
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<p>Shot 7-8</p>		<p>Integration of plate with CG background. Selective colorization of black-and-white-filmed plate using secondary color plate. Integration of debris and dust-trail effects (combination of 2D and 3D).</p>
<p>Shot 9</p>		<p>Bluescreen key, integration of CG ship and water. BG matte painting integration.</p>
<p>Shot 10</p>		<p>Full CG composite of planes, water and tracers. BG matte painting integration.</p>
<p>Shot 11</p>		<p>Integration of 2D effects with practical explosions. Integration of CG planes and tracers.</p>
<p>Shot 12</p>		<p>Bluescreen key, integration of 2D mist effects, integration of CG ship. BG Matte painting integration.</p>

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<p>Shot 13</p>		<p>Integration of snow flurry effects (Nuke particles).</p>
<p>Shot 14</p>		<p>Integration of BG paint-out. BG matte painting integration.</p>
<p>Shot 15-17</p>		<p>Bluescreen key, integration of CG background and effects.</p>

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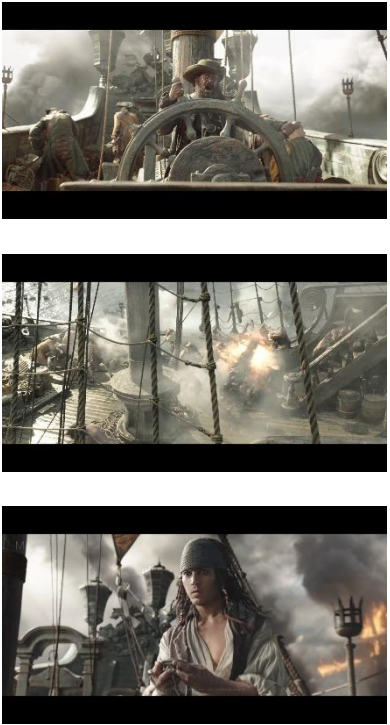

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<p>Shot 18</p>		<p>Integration of 2D dust and debris effects, plate retime to enhance wrecking ball force.</p>
<p>Shot 19</p>		<p>Bluescreen key, integration of BG matte painting.</p>
<p>Shot 20 - 24</p>		<p>Integration of CG character. Integration of 2D and 3D effects (smoke, fire embers, sparks). BG matte painting integration.</p>

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<p>Shot 25-27</p>		<p>Bluescreen key, integration of 2D smoke/fire/explosion effects. BG matte painting integration.</p>
<p>Shot 28</p>		<p>Bluescreen key. Creation and integration of BG element.</p>
<p>Shot 29-30</p>		<p>Integration of CG creature.</p>

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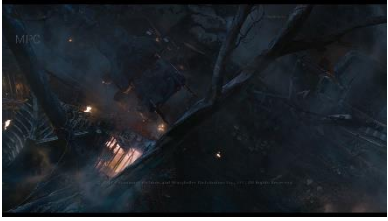

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<p>Shot 31</p>		<p>Bluescreen key, integration of 2D effects (BG lights and character visor flicker). BG matte painting integration.</p>
<p>Shot 32-33</p>		<p>Integration of 2D effects (holograms, muzzle flash, dust/debris).</p>
<p>Shot 34-35</p>		<p>Integration of 2D hologram effect.</p>
<p>Shot 36</p>		<p>Integration of CG vehicle and effects (muzzle flash, explosions, debris). Integration of 2D effects (tracers, additional debris). BG matte painting integration.</p>

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<p>Shot 37-38</p>		<p>Integration of 2D effects (explosions, debris). BG matte painting integration.</p>
<p>Shot 39</p>		<p>Integration of CG vehicle, integration of CG effects (smoke, fire, embers). Matte painting integration.</p>
<p>Shot 40</p>		<p>Integration of walking characters from secondary plate. BG matte painting integration.</p>