

## SHOWREEL 2007 - BREAKDOWN



- Sequence lead
- Scene setup
- Effects Creation and Animation
- Modelling
- Lighting
- Rendering



- Scene setup
- Effects animation of boulders, shards and dust trails using particle systems.
- Tracking
- Lighting
- Rendering



- Scene setup
- Effects animation of arrows using particle systems.
- Tracking
- Lighting
- Rendering



- Scene setup
- Effects animation using maya fluids
- 3d Rotoscoping
- Tracking
- Lighting
- Rendering



- Scene setup
- Modelling stand-in geometry
- Projection textures
- Tracking
- Rendering



- Animation of hero locusts
- Effects animation of locusts using particle systems
- Lighting
- Rendering



- Animation of hero locusts
- Effects animation of locusts using particle systems
- Lighting
- Rendering



- Effects animation of Nanowall
- Created specular, displacement & reflection passes
- Prep work for compositors in Shake
- Lighting
- Rendering



- Effects animation & creation of wormholes using sculpt deformers & blendshapes
- Created specular, displacement & reflection passes
- Lighting
- Rendering



- Effects animation & creation of wormholes using sculpt deformers & blendshapes
- Created specular, displacement & reflection passes
- Lighting
- Rendering



- Effects animation of Nanowall
- Created specular, displacement & reflection passes
- Prep work for compositors in Shake
- Lighting
- Rendering



- Matchmove supervisor
- Animation of CG plane and cloud cards
- Lighting
- Rendering



- This shot is entirely CG
- Matchmove supervisor
- Animation of CG plane and cloud cards
- Lighting
- Rendering



- Matchmove supervisor
- Animation of CG plane and cloud cards
- Lighting
- Rendering



- Scene setup
- Look development of terminal building
- Texturing
- Lighting
- Rendering



- Scene setup
- Look development of terminal building
- Texturing
- Lighting (including reflection passes for windows)
- Rendering



- Scene setup
- Look development of terminal building
- Texturing
- Lighting (including reflection passes for windows)
- Rendering



- Created and added CG glass in windows
- Assisted on look development
- Created reflection, specular and dirt passes
- Carefully matched distortion to other shots in the film
- Rendering