

THE TALE OF DESPEREAUX – BREAKDOWN

kitchen

- Rough layout – camera & pose to pose animation
- Set dressing of Andre's Kitchen
- Final camera passes post animation
- Depth of field camera passes

kitchen – pantry - mouseworld

- Set dressing of all shots using night and day colour keys
- Final camera passes post animation
- Depth of field camera passes

mousetrap area

- Set dressing of all shots using colour keys
- Depth of field camera passes

city of dor

- Worked from artwork to set dress the city, including buildings, shop fronts, banners etc
- Designed and made a rough model of machine
- Depth of field camera passes

mig's farm

- Setup sequences to enable ability to efficiently set dress with matte paintings
- Set dressing of all shots
- Depth of field camera passes

pea meets roscuro

- Set dressing of bedroom and in particular perfume bottles, determining colours and level of liquid to ensure correct framing, distortion of characters, and continuity.
- Depth of field camera passes

pea meets despereaux

- Set dressing of all shots
- Final camera passes post animation
- Depth of field camera passes