

Showreel 2014 tim stern / Breakdown

30.11.2014

01. The Hobbit: The Desolation of Smaug EE (2014) / Mirkwood / Stream (several shots)
 - stereo / deep compositing
 - integrated cg and plate
 - added mist elements
 - keyed and graded plate
02. The Hobbit: The Desolation of Smaug EE (2014) / Mirkwood / Stag
 - stereo / deep compositing
 - integrated cg elements
 - added mist elements
 - colour grading / lighting adjustments
03. The Hobbit: The Desolation of Smaug (2013) / Laketown / Leggy (several shots)
 - stereo / deep compositing
 - integrated cg and plate
 - added mist elements
 - keyed and graded plate
04. The Hobbit: The Desolation of Smaug (2013) / Laketown / Fight
 - stereo / deep compositing
 - integrated cg elements
05. The Hobbit: The Desolation of Smaug (2013) / Laketown / Fight
 - stereo / deep compositing
 - integrated cg and plate
 - stereo interaction cg/plate
 - keyed and graded plate
06. The Hobbit: The Desolation of Smaug (2013) / Laketown / Fight
 - stereo / deep compositing
 - integrated cg and plate
 - stereo interaction cg/plate
 - keyed and graded plate
07. The Hobbit: The Desolation of Smaug (2013) / Laketown / Fight
 - stereo / deep compositing
 - integrated cg and plate
 - stereo interaction cg/plate
 - keyed and graded plate
08. The Hobbit: The Desolation of Smaug (2013) / Laketown / Fight
 - stereo / deep compositing
 - integrated cg and plate
 - stereo interaction cg/plate
 - keyed and graded plate
09. The Hobbit: The Desolation of Smaug (2013) / Erebor / Smaug
 - stereo / deep compositing
 - integrated cg elements
10. The Hobbit: The Desolation of Smaug (2013) / Erebor / Smaug / Statue
 - stereo / deep compositing
 - integrated cg elements
11. The Hobbit: The Desolation of Smaug (2013) / Erebor / Smaug / Gold
 - stereo / deep compositing
 - integrated cg elements
12. After Earth (2013) / Forest / River
 - integrated cg and plate
 - full cg environment (river, vegetation)
 - integrated all elements
13. After Earth (2013) / Cliff with Waterfalls
 - integrated plate
 - full cg environment (cliff, waterfall, water, vegetation)
 - integrated all elements
14. Red Tails (2012) / Truck Attack
 - cleaned and repositioned plate
 - added Tracers, Smoke, Explosions
 - integrated all elements
15. Red Tails (2012) / Train Attack I
 - cleaned and repositioned plate
 - added BG, Roofs, Smoke, Explosions, CG Cockpit
 - integrated all elements
16. Red Tails (2012) / Train Attack II
 - full CG shot
 - added and integrated several CG/FX/Matte painting elements
 - color corrected and integrated all elements
 - combination of 3D projection and rendered cameras
17. Rubinrot (2012) / Timemachine
 - split between plate and full CG shot
 - added fx elements
 - color corrected and integrated all elements
18. Harry Potter and the Half-Blood Prince (2009) / Funeral Aragog I
 - keyed actors and put Hagrid and the dog in the shot
 - cut out and retimed Slughorn
 - combined several matte painting elements
 - color corrected BG
19. Harry Potter and the Half-Blood Prince (2009) / Funeral Aragog II
 - keyed actors and put Hagrid in the shot
 - combined several matte painting elements
 - color corrected BG
20. The Red Baron (2008) / Shelter I (VFX-Trailer)
 - keyed and color corrected plate
 - keyed explosions for the front and back
 - added explosions + CG debris
 - added matte painting
 - added separate car-window-crack and dirt
21. The Red Baron (2008) / Shelter II
 - added and color corrected matte painting
 - added and color corrected cards with soldiers and guns
 - added and color corrected muzzle flashes, tents, smoke
22. The Red Baron (2008) / Airplane / Richthofen
 - added 3D windshield
 - windshield look development for the first air battle
 - keyed plate
 - added and color corrected background
23. The Red Baron (2008) / Airplane / Voss
 - added 3D windshield
 - keyed plate
 - added and color corrected CG plane
 - added and color corrected background
24. Hilde (2009) / Berlin War Zone
 - keyed and rotoscoped plate
 - added color corrected several matte painting elements
 - added and mixed smoke on plate