

SHOT LIST

Sky Captain and the World of Tomorrow - *Senior Compositor*

- Color corrected and integrated pre-generated 3d elements, lighting passes and 2d explosions into a still background image using AFTER EFFECTS. I also manipulated the still image a little in PHOTOSHOP. I made the put together version to help their clients understand the compositing process.
- Pulled the blue screen on the live action plate (keylight and primatte), then color corrected and integrated it with a still background sky image using AFTER EFFECTS. I also manipulated the sky image a little in PHOTOSHOP. I made the put together version to help their clients understand the blue/green screen compositing process.
- Pulled the blue screen on the live action plate. I also manipulated the still background image a little in PHOTOSHOP. I made the fade together version to help their clients understand the blue/green screen compositing process.
- Pulled the blue screen on the live action plate then color corrected and integrated it with a still background image using AFTER EFFECTS. Manipulated the background image a little in PHOTOSHOP. Also added pre-generated dust elements using AFTER EFFECTS.
- Pulled the blue screen on the live action plate. Then I color corrected and integrated the live action plate with pre-generated 3d background images embedded with multiple lighting passes, all done with AFTER EFFECTS. Manipulated the background images a little in PHOTOSHOP. Also added pre-generated 3d moving prop using AFTER EFFECTS.
- Pulled the blue screen on the live action foreground plate. Then I color corrected and integrated the live action foreground plate with pre-generated 3d images and background's embedded with multiple lighting passes using AFTER EFFECTS. Manipulated the background images a little in PHOTOSHOP. Also integrated pre-generated 2d sparks using AFTER EFFECTS.

True Blood - *Lead Compositor*

- Stabilized and pulled the green screen on the dogs live action plate (keylight and lots of roto-scoping involved). Stabilized and roto-scoped the standing guy out of his plate. Retimed the two live action plates movement and then morphed the dog into the standing man. I integrated the morphed images back into the live action background from which I also had to remove the standing guy. I also added shadows and floor reflections. All this was done in AFTER EFFECTS. I created a few background patches using PHOTOSHOP.
- Stabilized all live action plates. Roto-scoped the dog out of his shot and the boy out of his shot. Then I morphed the dog into the boy and integrated the morph with another live action background. I had to match pre-embedded focus pulls and composite background parents back in the shot with client specific timing. I also created interactive shadows and falling clothes. All this was done in AFTER EFFECTS. I created a few background patches using PHOTOSHOP.

Trick or Treat - *Senior Compositor*

- Pulled the green screen on the live action plate (keylight and primatte). Color corrected and composited pre-generated 3d cars and humans into city background image, then integrated this with the live action plate. Created interactive shadows, reflections, car lights and I sweetened the city background with animated lighting effects. All this was done in AFTER EFFECTS. I created the city background by combining and color correcting several 2d and pre-generated 3d images using PHOTOSHOP.
- Pulled the green screen on the live action plate. Color corrected and composited pre-generated 3d cars

and humans into city background image then integrated this with the live action plate. Created interactive shadows, reflections, car lights and I sweetened the city background with animated lighting effects. All this was done in AFTER EFFECTS. I created the city background by combining and color correcting several 2d and 3d images using PHOTOSHOP.

- Roto-scoped the kids out of the live action plate. Color corrected, retimed and combined several different pre-generated smoke elements, then integrated them into the live action plate. Also added animated lighting effects (sapphire). All this was done in AFTER EFFECTS. I created a few background patches using PHOTOSHOP.
- Created set extensions in PHOTOSHOP by combining stills from the live action plate with several different images I collected from the web. Color corrected, retimed and combined several different pre-generated smoke elements together then integrated them and the set extensions into the live action plate using AFTER EFFECTS.
- Integrated moving footage and animated lighting with live action background footage. Created and animated lighting. All this was done in AFTER EFFECTS. Created blank movie screens, some stills and some lighting in PHOTOSHOP.

The Pumkin Carver - *Lead Compositor*

- Integrated and morphed two live footage plates with completely different timings into final composition using AFTER EFFECTS.

The Alien Hunter - *Senior Compositor*

- Color timed and integrated pre-generated 3d element with color timed live action plate using AFTER EFFECTS.
- Color timed and integrated pre-generated 3d element with color timed live action plate using AFTER EFFECTS.
- Color timed (photoshop), tracked (boujou) and integrated pre-generated 3d element with color timed live action plate using AFTER EFFECTS.

A Sound of Thunder - *Senior Compositor*

- All Shots: Color timed (photoshop) and integrated pre-generated 3d element with color timed live action plate using AFTER EFFECTS.

Justice - *Senior Compositor*

- Pulled the green screen on the live action plate (keylight) and integrated it with moving background image using AFTER EFFECTS. Color corrected and combined several images to create the moving background footage in PHOTOSHOP. I made the fade together version to help their clients understand the blue/green screen compositing process.

Babylon 5 - *Lead Compositor*

- Created interactive lights in PHOTOSHOP then integrated, hand tracked and animated the lights with live action footage using AFTER EFFECTS.
- Pulled the blue screen on the live action plate. Color corrected and integrated pre-generated 3d background footage using AFTER EFFECTS and PHOTOSHOP.
- Integrated pre-generated 3d footage with live action plate using AFTER EFFECTS and PHOTOSHOP.

2Shocking4tv - *Senior Compositor*

- Color timed and integrated pre-generated 3d footage with live action plate using AFTER EFFECTS and PHOTOSHOP.
- Color timed and integrated 3d footage with live action plate using AFTER EFFECTS and PHOTOSHOP.
- Color timed and integrated 3d footage with live action plate using AFTER EFFECTS and PHOTOSHOP.
- Color timed and integrated 3d footage with live action plate using AFTER EFFECTS. Tracked using BOUJOU.
- Color timed and integrated 2d explosion and smoke with live action plate using AFTER EFFECTS and PHOTOSHOP. Created explosion and smoke using ILLUSION.