David Windhorst – VFX Artist http://www.vimeo.com/davewindhorst/demoreel2012

Demo Reel (2012) Shot Breakdown

NOTE: All shots were created using: Nuke, Maya, and Photoshop. Some shots utilized PFTrack, After Effects, Illustrator, and some scripting (Python/MEL) where designated.

00:00 – 00:06 : Opening/Closing Contact Titles and Breakdowns Title

-Elements were created in After Effects, Illustrator, and Photoshop, animated in Maya, and then composited in Nuke.

-Enhanced certain graphics in Nuke with the 3D system as well as wrote custom gizmos and Python scripts to effect color animation and position automatically.

00:06 – 00:22 : Harvest – Mining Shot 01

-Replaced lake with CG ground created in Maya. Also did BG plate prep by replacing BG trees, BG ground and a FG ground projected roto to merge with the CG ground in Nuke.

-Matchmoved plate in Nuke.

-Populated scene with CG integrated models (flying ships, cargo containers) created in Maya.

-Wrote MEL script to add multiple UV Sets and associate those sets to their corresponding textures to selected geo (due to the high number of geo assigned to the same material).

-Bagger excavator was a camera projection on a base model cleaned up in Photoshop, placed and animated in Maya, and enhanced with color in Nuke.

-Dust particles were created in Maya with some added elements in Nuke.

-Final touches (camera shake, lens effect, motion blur) were done in Nuke along with final CC (global as well as depth based).

00:22 – 00:28 : Harvest – Mining Shot 02

-Did BG plate prep to remove unwanted tree in shot.

-Matchmoved plate in Nuke.

-Created render passes of CG integrated ship created in Maya; beauty rebuilt by comp in Nuke.

-Created engine burners using multiple layers from animated procedurals created in Nuke as well as stock elements. Elements were rendered out of Maya to match ship movement. Heat distortion was also applied by similar techniques in Nuke.

-Final touches (camera shake, lens effect, motion blur) were done in Nuke. Final CC included global corrections as well as depth based ones.

00:28 – 00:36 : Set Extension – Air Handler

-Matchmoved plate in Nuke.

-Camera projected ground elements in Nuke for BG plate prep at new air handler position.

-Created air handler base geo in Maya and camera projected in Nuke.

-Rendered RGB and lighting mattes in Maya in order to color correct surfaces in Nuke.

00:36 – 00:44 : Roto Matchmove – Fountain Cube

-Matchmoved plate in PFTrack.

-Created CG model in Maya, textures in Photoshop.

-CG integrated in Nuke.

-Roto elements created in Nuke in pieces and merged together to create roto alphas. Rotos were broken up by overall object (each person and jacket, fountain wall) and then broken down to base elements (limbs/joints, hair).

-Original plate distortion was reintroduced as a final touch.

00:44 – 00:47 : Greenscreen – Table Animatic

-Matchmoved plate in PFTrack. Base geometry was created and composited in Nuke for animatic reference. Screen base geometry was created in Maya.

-Keyed actor with multiple Keyers (Primatte, IBK Gizmo/Color, and Luminance Keyer) in Nuke. Keyers were used to create core and fine edge mattes merged together for final alpha. Roto was used as well to focus keyers to target areas (hair and face).

00:47 – 01:58 : Breakdowns of all shots and contact information.