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Compositing Reel Breakdown

Shot Number (Time) Film, Shot Description Tasks

Shot 1 (00:05)

Let Me In, Opening shot

Integrate matte painting and CG snow

Shot 2 (00:10)

Journey 2: The Mysterious Island, Kailani falls

Fully CG shot. Integrate environment, digidouble, and FX renders. Stereoscopic film.

Shot 3 (00:13)

Fair Game, Hafiz runs

Remove flyers from street, add smoke plumes and building damage.

Shot 4 (00:20)

The Hunger Games, Katniss and Peeta run through the woods

Remove light in trees behind actors.

Shot 5 (00:23)

The Hunger Games, Mutts feeding

Integrate CG animals with plate.

Shot 6 (00:27)

The Hunger Games, Katniss and Peeta in the woods

Remove light in trees behind actors.

Shot 7 (00:29)

The Hunger Games, Mutts feeding

Integrate CG animals with plate.

Shot 8 (00:31)

The Hunger Games, Mutts leave

Integrate CG animals with plate.

Shot 9 (00:34)

The Hunger Games, Line Odds board, wide

Create & animate Odds Board, integrate matte painting building details and set extension, change color of FG sculpture.

Shot 10 (00:37)

The Hunger Games, Line Odds board, medium

Create & animate Odds Board. Generate & integrate matte painting building details.

Shot 11 (00:40)

The Hunger Games, Line Odds board, closeup

Create & animate Odds Board.

Shot 12 (00:43)

Journey 2: The Mysterious Island, Sean is thrown into the air
Live action to digidouble handoff. Stereoscopic plate reconciliation.

Shot 13 (00:45)

Safe, Luke climbs on the subway car, wide
Integrate GS actor into train plate.

Shot 14 (00:55)

Safe, Luke runs on the subway car
Integrate FG greenscreen plate with bridge BG.

Shot 15 (00:56)

Safe, Above subway
Integrate subway FG with bridge BG and CG signal light.

Shot 16 (00:58)

Safe, Luke runs on top of the subway car
Integrate FG greenscreen plate with bridge BG.

Shot 17 (00:59)

Safe, Luke jumps down
Integrate subway FG with bridge BG and CG signal light.

Shot 18 (01:00)

Let Me In, Abby dripping blood
Develop digital makeup and contact lens approach.

Shot 19 (01:02)

The Hunger Games, Peeta in carriage
Develop technique for jittering costume bits to be applied across entire sequence.

Shot 20 (01:05)

The Hunger Games, Katniss and Peeta in carriage
Develop technique for jittering costume bits to be applied across entire sequence.

Shot 21 (01:06)

The Hunger Games, Katniss on big screen
Final compositing to integrate CG environment, greenscreen crowd, and Katniss/Peeta plate in screen.

Shot 22 (01:09)

The Hunger Games, Carriages roll by
Final compositing to integrate greenscreen crowd.

Shot 23 (01:10)

The Road, Man and Boy at the gas station
Add wreckage, sign on building, corpse and toxic waste slick using 3D geometry and projections. Remove houses from plate, add mountain, replace sky, add atmosphere, roto.

Shot 24 (01:18)

The Road, Man and waterfall
Greenscreen key, relight character to match background plate, paint green trees out of background plate.

Shot 25 (01:21)

The Road, Man and Boy pull cart, wide

Plate repo & extension, replace sky, insert telephone poles, push hillside farther into background, remove anything green from plate.

Shot 26 (01:26)

The Road, Man and Boy pull cart, from behind

Paint out utility pipe in weeds, darken sky and add toxic haze layers, remove specular reflections from direct sun, remove anything green from plate, roto.

Shot 27 (01:29)

The Road, Boy looks into fallout shelter

Greenscreen key, add overcast sky, relight character, roto.

Shot 28 (01:32)

The Road, Man and Boy walk, wide

Darken sky, create lightning in clouds, remove green plants from plate.