

Visual Effects Reel 2011 Breakdown



Set Extension

BOUJOU: Tracked footage
PHOTOSHOP: Created textures
MAYA: Modeled, textured, lit, rendered building
NUKE: Composited building onto footage and color graded, roto fix

Roto/key done by Javier Banuelos and Hunter Rosenberg



Tabletop

PHOTOSHOP: Created textures
MAYA: Textured, lit, animated, rendered tabletop scene
NUKE: Composited and color graded



The Lost Package Scene 01

BOUJOU: Tracked footage
PHOTOSHOP: Created textures
MAYA: Re-lit initial light setup
NUKE: Composited character onto footage and color graded

Modeling / animation done by Josh Dunn



The Lost Package Scene 02

BOUJOU: Tracked footage
PHOTOSHOP: Created textures
MAYA: Re-lit initial light setup
NUKE: Composited character onto footage and color graded

Modeling / animation done by Josh Dunn



Projection

PHOTOSHOP: Created clean plates for projection
MAYA: Modeled geometry for projection
NUKE: Projected image onto geometry, composited, and color graded