

Brendan Crockett • 2009 Demo Reel • Shot Breakdown

1) *Jurassic Fight Club* Composites

- a) HDCAM 1920x1080 background plates, color-corrected.
- b) Multiple-pass XSI animation rendered at 1280x720, integrated.
 - i) Dinosaur "Beauty Pass."
 - ii) Dinosaur "Character Occlusion Pass."
(1) Used to depict realistic texture shading and definition.
 - iii) Dinosaur "Ground Occlusion Pass."
(1) Used to create believable foot integration with ground.
 - iv) Dinosaur "Shadow Pass."
(1) Mixed in on a shot-by-shot basis to match background plate.
- c) Color-correction of specific elements.
- d) Rotoscoping.
 - i) To further integrate CGI with live-action environment.
(1) Simple one- and two-point tracks used on mask and paint rotos.
(2) Keying used on high-detail/contrast rotos.
(3) 3D tracking used on complex camera moves.
- e) Motion Blur.
 - i) Used on specific shots to achieve believable animation/background integration.
- f) Camera Float/Framing
 - i) Camera float used on every shot in varying degrees to enhance realism.
 - ii) Action framing used to draw subject to focus.

2) *Jurassic Fight Club* "CSI" Treatments

- a) Batch Effects.
 - i) Used a number of Foundry Effects to bring new life to previously used animation.
- b) Extreme Framing.
- c) Key-framed Blurring.
- d) Snap Zooms.

3) *Burger King "Bienvenido al Club" Supers*

- a) Transferred via Digibeta tape from Avid Symphony.
- b) Film Processing.
 - i) Removed pulldown pre-processing and added pulldown post-processing.
- c) Two-point tracks.
 - i) Using text brought in from Adobe After Effects.

4) *Burger King "Bienvenido al Club" Post Fixes*

- a) Matte painting.
 - i) Element selected from another shot tracked and color-corrected to fit into shot.
- b) Element removal.
 - i) Single frame removed and tracked to existing shot to complete remove element from frame, for continuity of shot.