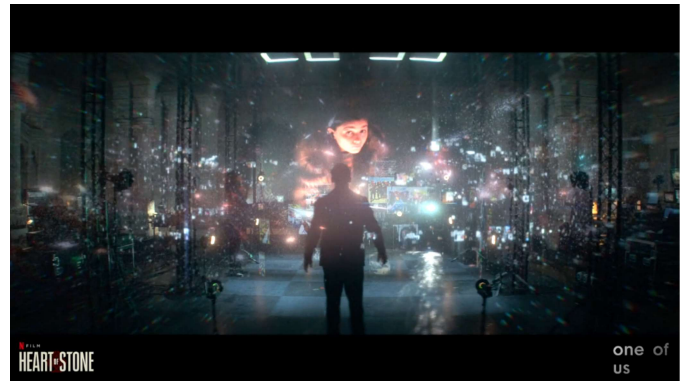


SHOTS BREAKDOWN

HEART OF STONE

SHOT 1:

- Lookdev for the CG library (create different versions on images size/speed of animation),
- Relight on scan (based on CG),
- Deep Compositing CG library.



SHOT 2/3:

- Create UI for small monitor,
- Key BlueScreen on plane windows and creation of sky (with clouds parallax and sun reflection).
[also for shot 3]



SHOT 4:

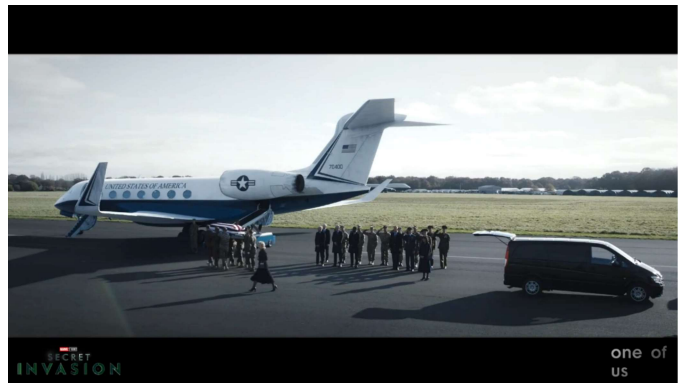
- Key Blue Screen,
- Create DMP (and floor/wall reflection).



SECRET INVASION

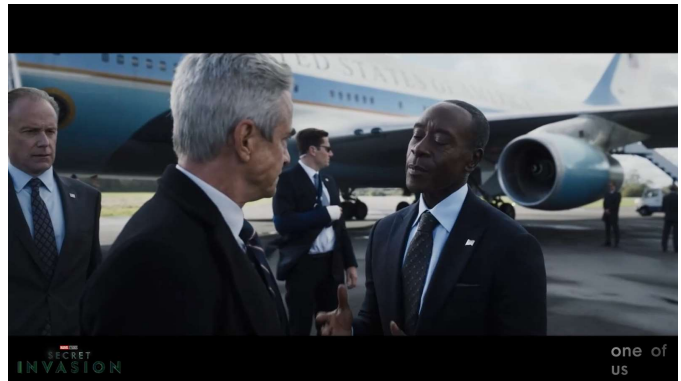
SHOT 1:

- Objects removal from set,
- Deep compositing CG plane.



SHOT 2:

- Deep compositing CG plane.



SHOT 3:

- Create muzzle and bullet with footage elements,
- Create blood splatter with footage elements,
- Create Nick Fury's left eye scar,
- Modify and increase helicopter fire/smoke with footage elements.



SHOT 4:

- Create blood splash on main soldier,
- Create muzzle flash,
- Create bullet hit sparkles on FG car.



SHOT 5:

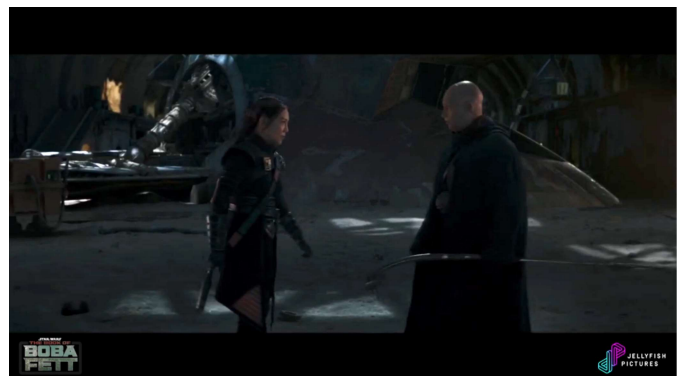
- Modify and increase car fire/smoke with footage elements,
- Create dirt smoke/debris for impact on the car with the ground.



THE BOOK OF BOBA FETT

SHOT 1:

- Key Blue Screen,
- Compositing CG spaceship,
- Compositing CG robot,
- Compositing CG BG.



SHOT 2:

- Create laser beam and his animation,
- Compositing CG spaceship,
- Compositing CG BG,
- Relight top windows on scan.



LUTHER: THE FALLEN SUN

SHOT 1:

- Compositing CG fire and people (beginning of the shot),
- Remove/clean light and wires from set.



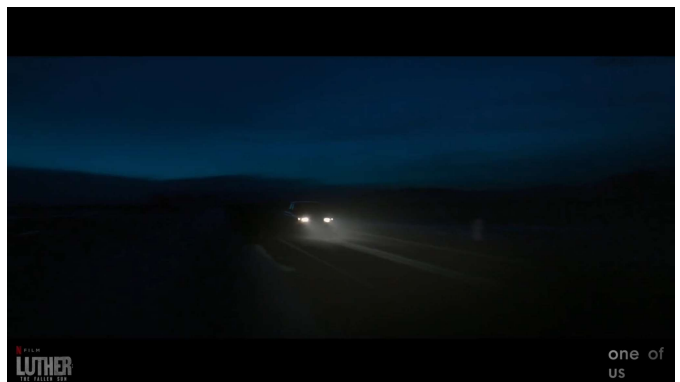
SHOT 2:

- Key Blue Screen,
- Create car's windshield and window snowflakes,
- Compositing CG windshield wipers,
- Create car front lights,
- Create snowflakes animation with windshield.



SHOT 3:

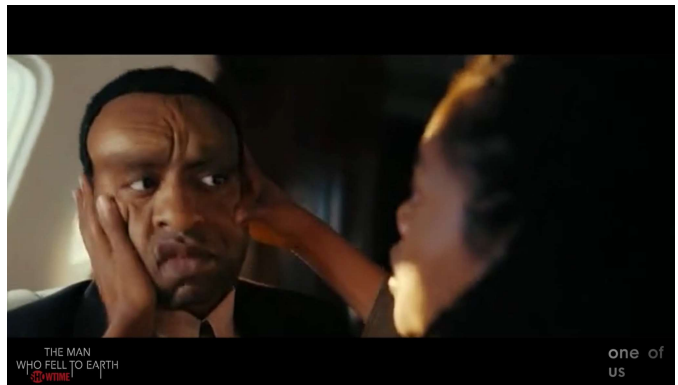
- Create day to night atmos (with sky replacement),
- Compositing CG car front lights,
- Compositing CG road posts and animate light interaction.



THE MAN WHO FELL TO EARTH

SHOT 1:

- Lookdev for the top part of the head (create different versions on wobble from the scan),
- Create a Nuke system of deformation for the top part of the head,
- Compositing CG bottom part of the head and merge with the top part.



SHOT 2:

- Apply the Nuke system to deform the whole head.

