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LIFE OF PI

Composited shot (native stereo); also did paint, roto, & tracking (native stereo).
Blended multiple pass layers of cg water, characters, and effects with plate water—extensive color correcting, warping, rotoing, and patching where necessary. Removed highlights in plates & re-created original motion blur where needed. Keyed over extremely uneven blue screens, white bounce ceilings, tiles, and over water. Integrated practical effects, matte paintings, and matched all elements to sequence. Created character 3d-projections for added depth. Shots were used in several making of demo's online & included in presentation for best VFX for BAFTA, Oscars, and the VES awards (all awarded).

PIRATES OF THE CARRIBEAN – DEAD MEN TELL NO TALES

Composited shot; also did paint, roto, & tracking.
Integrate bluescreen plate with multi-layered cg and matte painting projections, added plate and cg crowds to enhance the few shot on set, replaced ground and tiles under soldiers, added stock elements for atmosphere and fx enhancement, set extensions for buildings and environments, added particles for falling debris.

TARZAN

Composited shot; also did paint, roto, & tracking.
Integrate greenscreen plate with multi-layered cg and matte painting projection, added stock elements for atmosphere and fx enhancement.

X-MEN – DAYS OF FUTURE PAST

Composited shot (native stereo); also did paint, roto, & tracking (native stereo), & matching and alignment with Occula (stereo).
Integrated matte paintings, camera projections, and cg set extensions, multi-layer cg elements and characters, fx passes, and stock footage with greenscreen plates, 2d and 3d tracking used.

PADDINGTON

Composited shot; also did paint, roto, & tracking.
Integrated blue screen plates with fx, cg and matte painting set extension, also added nukex particle and stock practical snow and fx to match the plate snow in other shots; replaced a wobbly rubber statue with an apparent stone statue, recreated shadows and lighting.

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PAN

Composited shot; also did paint, roto, & tracking. Integrated dirty greenscreen plates with multiple layer cg characters, fx, and cg and matte painting set extensions. Extensive color correction and cg relighting done. Also added interactive lighting and torches to characters. Practical stock added for atmosphere and smoke.

NOW YOU SEE ME 2

Composited shot; also did paint, roto, & tracking. Integrated dirty greenscreen plates with multiple layer cg characters, fx, and cg and matte painting set extensions. Extensive color correction and cg relighting done. Also added interactive lighting to plate for fireworks addition.

R.I.P.D.

Composited shot; also did paint, roto, & tracking. Greenscreen plate keying, integrated cg, matte paintings, stock footage, and fx. Created interactive lighting to match and enhance plate lighting. Created waterfalls using multiple stock elements by re-timing & warping. Developed sequence look of lightning effect from multiple cg passes. Blended multiple cameras, plates, and matte paintings and projections. CG relighting.

ALVIN & THE CHIPMUNKS 3 - CHIPWRECKED

Composited shot; also did paint, roto, & tracking. Created set extensions, matte paintings, and an atmospheric lighting environment. Integrated multilayer cg characters, effects, & practical elements into live action plates. Extensive color correction and manipulation of multi-pass layers to effectively re-light certain elements & characters. Created 3d projections and warped elements to align with plates.

MONEYBALL

Composited shot; also did paint, roto, & tracking. Integrated multilayer cg crowds, effects, & practical elements into live action plates using 2d and 3d projection methods. Removed wires and rigs. Extensive color correction and re-lighting of cg elements to match sequence. Added reflections, shadows, atmosphere, lighting.