

Shot Breakdown List

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Shot 1

Project: Sonic - The Hedgehog

- CG character Integration
 - FX trail Integration
 - FX dust Integration
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Shot 2

Project: Sonic - The Hedgehog

- CG character Integration
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Shot 3

Project: Sonic - The Hedgehog

- CG character Integration
 - Matte Painting Integration
 - Tracking
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Shot 4

Project: Sonic - The Hedgehog

- CG character & debris Integration
- FX trail and dust Integration
- Matte painting Integration



Shot 5

Project: Sonic - The Hedgehog

- CG Pod Integration
- FX energy Integration
- Character keying and Integration
- Matte Painting Integration



Shot 6

Project: Sonic - The Hedgehog

- CG Pod Integration
- FX energy Integration
- Character keying and Integration
- Matte Painting Integration



Shot 7

Project: Sonic - The Hedgehog

- FX explosion Integration
- Transition between shots
- Fire and smoke compositing



Shot 8

Project: Van Helsing Season 4

- Integration of FX smoke woman
 - Light Interaction
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Shot 9

Project: Van Helsing Season 4

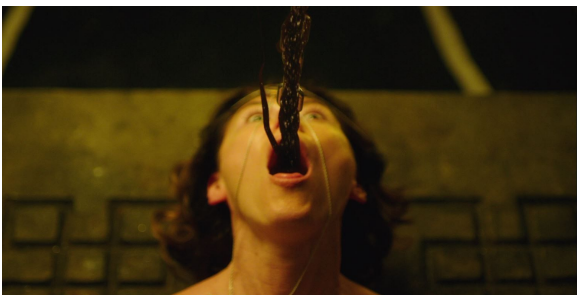
- Integration of FX portal
 - Keying and integration of actors
-



Shot 10

Project: Van Helsing Season 4

- Integration of CG helicopter
 - Keying and integration of actors
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Shot 11

Project: The Order Season 1

- Cancer element created in Nuke with roto splines and animated noise
 - Tracking
 - Integration
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Shot 12

Project: The Order Season 1

- CG wolf Integration
- Paint
- Addition of ragged cloth on floor
- Retime



Shot 13

Project: The Magicians Season 5

- FX spores Integration



Shot 14

Project: The Magicians Season 5

- FX fire Integration
- CG paper Integration



Shot 15

Project: Van Helsing Season 3

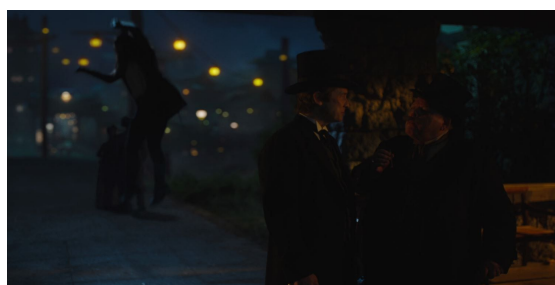
- Integration of CG particles and smoke
- Use of 3D noise to create burn disintegration of head and hands
- Revealing 3D skull and burnt skin as layers
- Burn marks on cloth



Shot 16

Project: Van Helsing Season 3

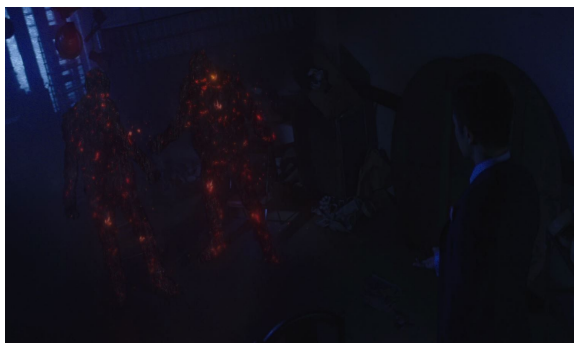
- Burning wound created with noise, constants, burn textures and multiply flickers
 - Projection 2D wound onto matchmoved head
 - Integration of wound
 - Integration of CG smoke
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Shot 17

Project: Van Helsing Season 3

- Green screen keying of actors
 - tracking
 - Integration over matte painting
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Shot 18

Project: Wu Assassins Season 1

- Retime
 - Paint and Tracking
 - Add charred wood textures
 - Burning effect created with noise, constants and multiply flicker nodes
 - Integration of embers and 3D smoke
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Shot 19

Project: Wu Assassins Season 1

- Integration of FX sandfall
 - Matching lighting to the practical sands
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