Brad Moylan • Demo Reel 2010
Shot Log

Transformers *(Senior Artist, ILM. All shots composited in Shake.)*

00:06 *Ironhide & Ratchet defend Sam.* Composited all elements: 4 CG Transformers, CG debris (falling lamp post, concrete chunks, etc.), CG effects (missiles, smoke trails), stage elements such as muzzle flashes, smoke, dust, sparks and additional BG explosions. Integrated all paint and roto elements. Rack focus on Ironhide as he tumbles toward camera.

00:13 *Megatron on roof.* Composited all elements: CG Megatron with glints and shadow integration, stage smoke and debris elements. Sam element (on corner roof statue) from different plate; roto'd, retimed and 2D tracked to fit this plate. Using ILM's Zeno software, I placed simple geometry into the 3D scene to use as corner pins in Shake for placing the dust/smoke elements. I used z- and y-depth passes to place Megatron into dust. Integrated roto mattes.

00:17 *Starscream in FG, zoom to Megatron.* Composited all elements: 2 CG Transformers, CG digimatte of building to left of Megatron and several buildings beyond his building, stage smoke/dust elements. Again used Zeno to place simple geometry for corner pinning of smoke/dust. Placed Sam element on corner statue also using Zeno geom corner pins. Integrated roto mattes.

00:21 *Sam on corner statue.* Composited CG digimatte: nearly all of the buildings in his immediate vicinity were CG, there had been a parking lot across the street in the plate photography. Building behind him at end of shot is also part of the digimatte. Integrated roto and paint elements.

00:31 *Megatron swings his mace.* Composited all elements: CG Megatron, digimatte background and fire and debris elements to augment practical pyro. Set piece was raised off floor. Extracted set piece using partial blue screen on floor below plus provided roto mattes. Pulled pyro over BG with luma keys and roto. Used z- and y-depth passes to integrate Megatron into the practical smoke and debris. Created a few 2D "hero" debris chunks to bounce off of Megatron. Added camera shake.

00:34 *Sam falls.* Composited CG Sam.

00:35 *Explosion and helicopter.* Composited all elements: original rooftop set piece including stunt Sam, falling statue and some smoke, CG helicopter, CG digimatte, CG debris plus numerous fire and debris stock elements. This shot was tricky because the falling statue and Sam looked as if they were on guide wires - because they were! So using provided roto and keying from the partial blue screen below, I extracted the statue and Sam and in 2D recreated their angle and falling trajectory to look more "natural". Everything below the exploding rooftop is a digimatte. Added all fire and some smoke. Created heat wash from helicopter exhausts using 2D particles, displacement and blurs.

00:38   *Falling with Sam.* Composited all elements: Practical blue screen of Sam and large statue pieces falling toward camera, CG digimatte of entire BG, CG debris and numerous stock pyro, smoke and debris elements. Blue screen had many dark corners, requiring the use of provided roto as well. Shot was sped up greatly, causing artifacts, some of which I repaired in comp (others painted by paint dept.)

00:40   *Bumblebee captured.* Composited all elements: CG Bumblebee, stock gas/ smoke elements and 2D "cables". Cables attached to Bumblebee's limbs were simple graphic elements I created and animated in After Effects, meant to appear to lead to multiple off-screen helicopters. Used z-depth pass to integrate stock gas/smoke elements being shot at Bumblebee. Had to pay special attention to practical spot lights and roto them to illuminate the smoke accordingly. Integrated roto mattes for tower passing in FG.

Red Cliff *(Lead Compositor, Pixel Magic. All shots composited in After Effects.)*

00:44   *Cavalry rides into formation.* Composited CG army, CG digimatte and CG dust elements.

00:48   *Army stands ready.* Composited CG army, CG digimatte and CG dust elements.

00:55   *Spear through back.* Composited CG spear and stock blood element. Painted "hole" in armor and animated plates as spear is pulled through hole.

01:00   *Army on the march.* Created wide split screen comp from 3 plates of infantry and horsemen. Created digimatte/extension of river and BG mountains from provided photos. Ships in river are still frame photos, animated in comp. Boat reflections created in comp with displacement for water interaction. Composited CG army extension marching up mountains on right side of frame. Added stock and CG dust elements. Did majority of roto myself, as well as any color or luma keys required. Created new camera pan.

300 *(Lead Compositor, Pixel Magic. All shots composited in After Effects.)*

(The high contrast "crushed" look and stylized color of these shots was done in comp to a target of 90% of the final look, which was finished in D.I.)

01:26   *King Leonidas.* I did the entire composite, including blue screen extraction and roto, composited CG ocean, animated and comped provided digimatte of sky, CG mountains in BG. Replaced practical spears and added more, with subtle natural animation. Created sun-flare element and added haze and atmosphere.

01:34   *Leonidas CU*. Blue screen extraction, roto. Added CG mountains, digimatte sky, haze. Added spears, animated. Roto'd FG to color correct his levels separately from shields.

01:39   *Leonidas raises spear.* Blue screen extraction, roto. Added CG mountains, digimatte sky, dust and haze. Added spears, with subtle animation.

01:47   *Captain gets speared.* Blue screen extraction and roto. Composited CG ocean, CG mountains, digimatte sky elements, CG spear extension that pierces the Captain's midsection, CG arrows, CG flung shield and CG sword blades penetrating the Captain. Added several stock blood spray elements as needed. Also, the practical defocused arrows in the BG were troublesome so I created new 2D cards and tracked them in to replace the practical elements.

01:54   *Captain fights back CU.* Blue screen extraction, some roto. Composited CG arrows, digimatte sky and CG mountains BG elements with haze and 2D volumetric light rays. Added blood element on sword strike.

02:00   *Spartans surrounded, wide.* Did entire composite. (Had help with roto of blue screen elements here and there.) Comped CG water, mixed in practical elements shot in HD (rocks and white water), digimatte plateau and FG mountains, coworker dressed as Leonidas, CG particle army of soldiers with glinting metal, CG spears, CG birds, dozens of layers of blue screen flags and banners, 13 layers of FG blue screen archers moving into position, layers of dust and haze. And it's nearly impossible to see, but every spear in the cluster of Spartan shields is a 2D card, added one at a time and given subtle motion. Finally, I added a subtle 2.5D camera move.

Hotel For Dogs *(Compositor, Pixel Magic. Composited in After Effects.)*

02:22   *Hotel reveal.* Composited CG Hotel and digimatte. Keyed green screen to extract FG sidewalk/street action. Added additional crowd elements.

Exorcist: The Beginning *(Comp Supe, Pixel Magic. Composited in After Effects.)*

02:38   *Priest amid crucifixes, long pullback.* All compositing tasks: roto, keying, color correction, removals. (Other artists helped with roto, as well.) Dozens of CG elements including crucifixes, dead & dying animated soldiers, terrain, fire and smoke, blowing sand, ravens & debris. Heat shimmer effect in 2D.