

Demo Reel Breakdown

Run Time: 2½ Minutes

Sean Goldman

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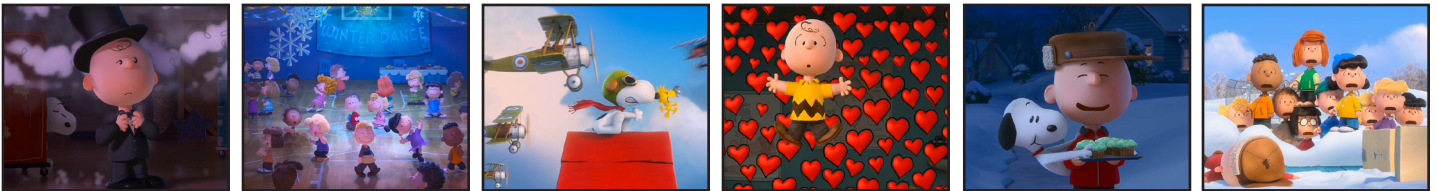
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SPIES IN DISGUISE

Description: Stereo camera - multiple sequences. Stereo compositing multiple shots. Mono/Stereo QC - entire movie. Mono compositing - multiple shots. Lighting fixes and re-renders. FX fixes and re-renders. Optical lens flare adjustments and fixes. 2D/3D compositing including use of scanline renders, auto projection, multiplanes, multinoise, etc.

Software Used: Nuke, Maya, Houdini, Studio++(Blue Sky proprietary), Optical Flare, Renderman



THE PEANUTS MOVIE

Description: Stereo camera - multiple sequences. Stereo compositing multiple sequences/shots. Mono compositing - multiple shots after QC. TvPaint adjustments and fixes. 2D/3D compositing including use of scanline renders, auto projection, multiplanes, multinoise, etc.

Software Used: Nuke, Maya, Studio++(Blue Sky proprietary)



FERDINAND

Description: Mono/Stereo QC - entire movie. Stereo camera - multiple sequences. Stereo compositing multiple shots. Mono compositing - multiple shots. Lighting fixes and re-renders. FX fixes and re-renders. Optical lens flare adjustments and fixes. 2D/3D compositing including use of scanline renders, auto projection, multiplanes, multinoise, etc.

Software Used: Nuke, Maya, Studio++(Blue Sky proprietary), Optical Flare

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epic

Description: Stereo camera - multiple sequences. Stereo compositing multiple sequences/shots. Lighting fixes and re-renders. 2D/3D compositing including use of scanline renders, auto projection, multiplanes, multinoise, etc.

Software Used: Nuke, Maya, Studio++(Blue Sky proprietary)



Rio 2

Description: Stereo camera - multiple sequences. Stereo compositing multiple sequences/shots. Mono compositing - multiple shots after QC. Lighting fixes and re-renders. Lens flare adjustments and fixes. 2D/3D compositing including use of scanline renders, auto projection, multiplanes, multinoise, etc.

Software Used: Nuke, Maya, Studio++(Blue Sky proprietary), Optical Flare



ICE AGE COLLISION COURSE

Description: Mono/Stereo QC - entire movie. Stereo camera - multiple sequences. Stereo compositing multiple sequences/shots. Mono compositing - multiple shots. Minor lighting fixes and re-renders. Optical lens flare adjustments and fixes. 2D/3D compositing including use of scanline renders, auto projection, multiplanes, multinoise, etc.

Software Used: Nuke, Maya, Studio++(Blue Sky proprietary), Optical Flare