

JOHN OVUSON

| SHOWREEL BREAKDOWN |



SHOT 1: ATRIUM ELEPHANT [02:09 – 08:15 (Breakdown) 08:16 – 15:09]

Work Completed: CG Integration

- Compositing of CG asset
- Rotoscoping reflection pass
- Creating and integrating shadow for CG
- Color grading.



SHOT 2: ROAD CLEAN UP [15:10 – 18:20 (Breakdown) 18:21 – 28:01]

Work Completed: Clean up

- Tracking and match-move
- Paint/Prep
- Rotoscoping



SHOT 3: BURNING ARROW [28:02 – 32:19 (Breakdown) 32:20 – 39:22]

Work Completed: FX and Compositing

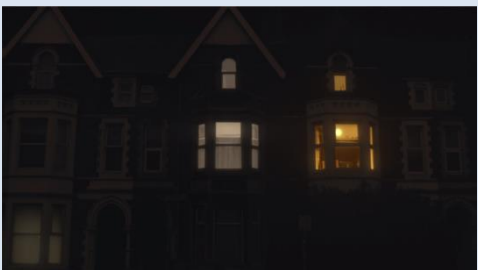
- Clean up Suction cup
- Tracking and match-move (using KeenTools)
- Fire and smoke simulation (using Houdini)
- Heat Distortion and integration.



SHOT 4: ADVANCED COMP [39:23 – 46:24]

Work Completed: Roto Prep

- 3D Camera Tracking
- Projection Mapping
- Full body roto



SHOT 5: DAY TO NIGHT [47:00 – 55:08]

Work Completed: Compositing

- 3D Camera Tracking
- Relight and Color Grading
- Roto



SHOT 6: ZERO GRAVITY [55:09 – 57:21 (Breakdown) 57:22 – 1:08:17]

Work Completed: 3D Integration and Compositing

- Tracking/Match-move
- CG Asset Integration
- Retexturing
- Relighting
- Color Grading