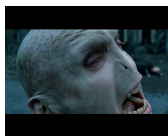


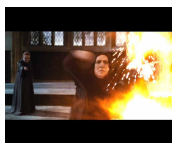
Steve Hawken

2011 Compositing showreel breakdown



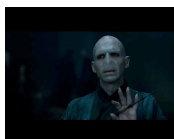
Shot 1 Harry Potter and the Deathly Hallows

Removal of original nose and front teeth
Removal of head tracking markers
CG nose
Screen right eye rebuild
Creation of extra skin textures.



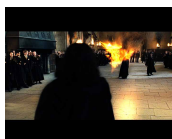
Shot 8 Harry Potter and the Deathly Hallows

Development of 'look and feel' of
flame spell
Creation of lighting effects.



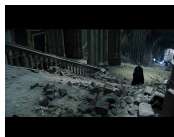
Shot 2 Harry Potter and the Deathly Hallows

Removal of original nose
Removal of head tracking markers
CG nose.



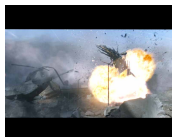
Shot 9 Harry Potter and the Deathly Hallows

Development of 'look and feel' of
flame spell
Creation of lighting effects.



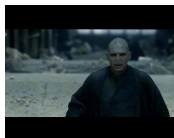
Shot 3 Harry Potter and the Deathly Hallows

CG set extension with fighters
Creation of background wand effects
CG nose.



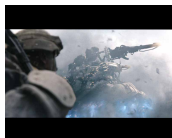
Shot 10 World Invasion: Battle LA

CG antenna
Missile
Ground elements
2d elements (explosion, debris, dust, smoke)
Matte painted background.



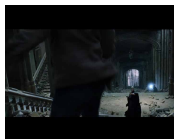
Shot 4 Harry Potter and the Deathly Hallows

CG set extension with fighters
Creation of background wand effects
Removal of head tracking markers
CG nose.



Shot 11 World Invasion: Battle LA

CG hovercraft
2d elements (dust, leaves, smoke)
Matte painted background
Roto of foreground soldier.



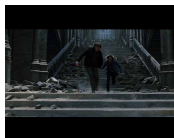
Shot 5 Harry Potter and the Deathly Hallows

CG set extension with fighters
Creation of background wand effects
CG nose.



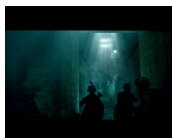
Shot 12 World Invasion: Battle LA

Lighting of room as missile enters
CG missile
2d elements (explosion, falling masonry
and dust).



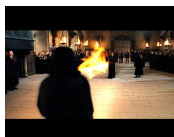
Shot 6 Harry Potter and the Deathly Hallows

CG set extension.



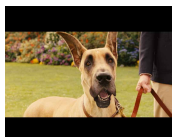
Shot 13 World Invasion: Battle LA

CG set extension
2d elements (rising steam)
Atmospherics.



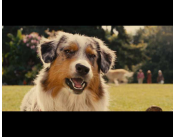
Shot 7 Harry Potter and the Deathly Hallows

Development of 'look and feel' of
flame spell
Creation of lighting effects.



Shot 14 Marmaduke

Removal of original muzzle
CG muzzle.



Shot 15

Marmaduke

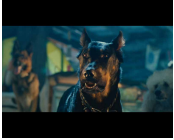
Removal of original muzzle
CG muzzle
Background clean up.



Shot 22

Where The Wild Things Are

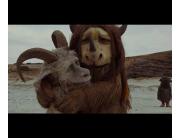
Clean up of original face
CG eyes and mouth
Creation of tears effect.



Shot 16

Marmaduke

Removal of original muzzle
Composited CG muzzle.



Shot 23

Where The Wild Things Are

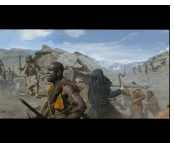
Clean up of original faces and areas
of interaction
CG eyes and mouths.



Shot 17

Prince of Persia

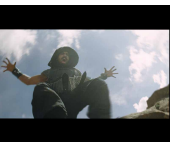
Sky replacement
CG cloud
2d elements (clouds).



Shot 18

Prince of Persia

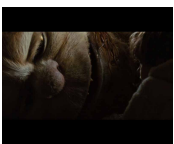
Sky and mountains replacement.



Shot 19

Prince of Persia

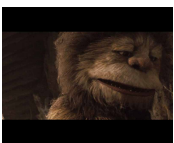
Sky replacement
Screen left hand replacement.



Shot 20

Where The Wild Things Are

Clean up of original face
CG eyes and mouth.



Shot 21

Where The Wild Things Are

Clean up of original face
CG eyes and mouth.