
INVISIBLE EFFECTS PROJECT



Plate | Paintout Actor | Green Screen Keying (Core and Edge) | Despill
| Color Correction | Targeted Edge Treatment | Foreground Roto
| Compositing Background Patches from different Shots | Grain Management

LOGO REPLACEMENT



Plate | Paintout Patches | 2D Element Integration | Grain Management
| Created a 3D Helicopter Mesh with Camera Tracker
| Curved a 3D Card & Aligned It Along 3D Mesh
| Projecting 2D Patch onto 3D Card

ROD REMOVAL



Plate | 2D Tracking | Paintout

FULL BODY ROTO

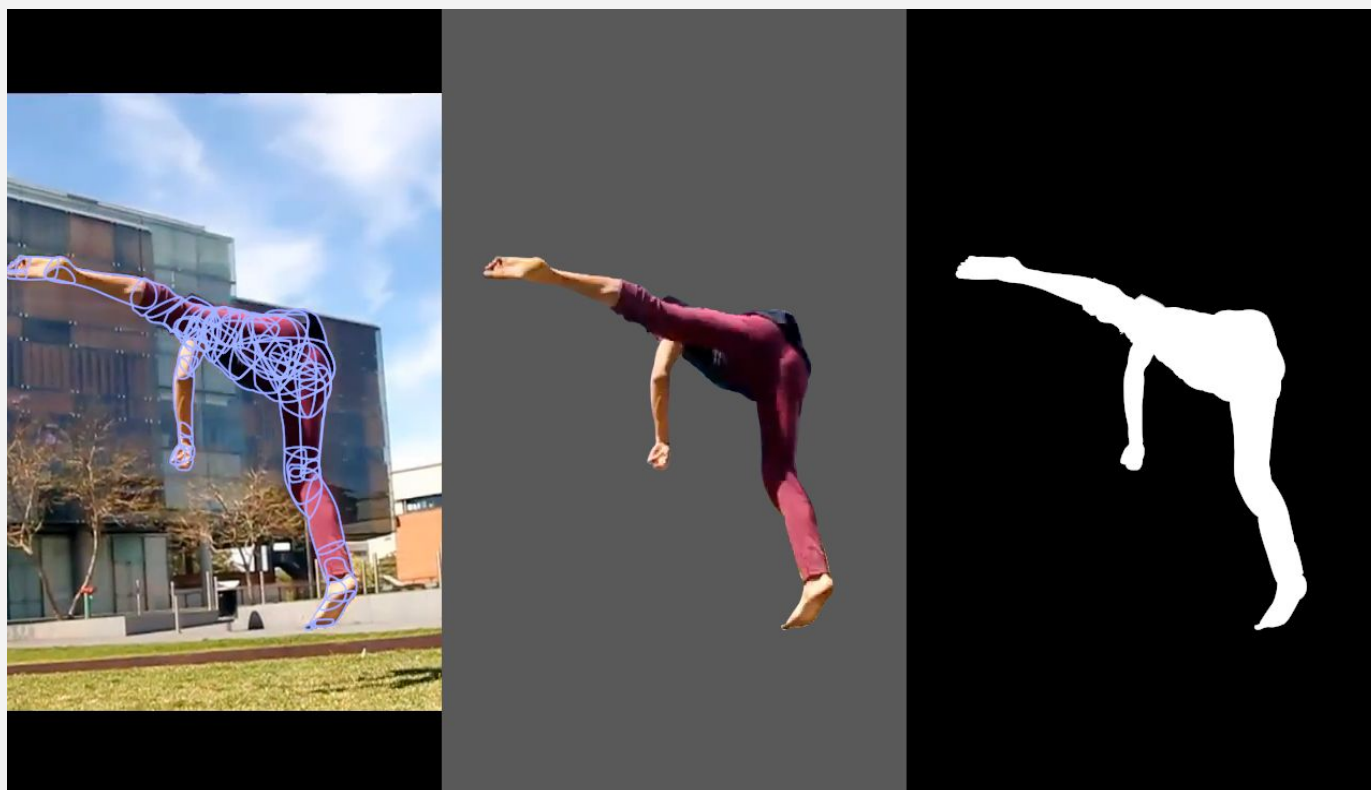


Plate | Full Body Roto Splines

ARTICULATE ROTO

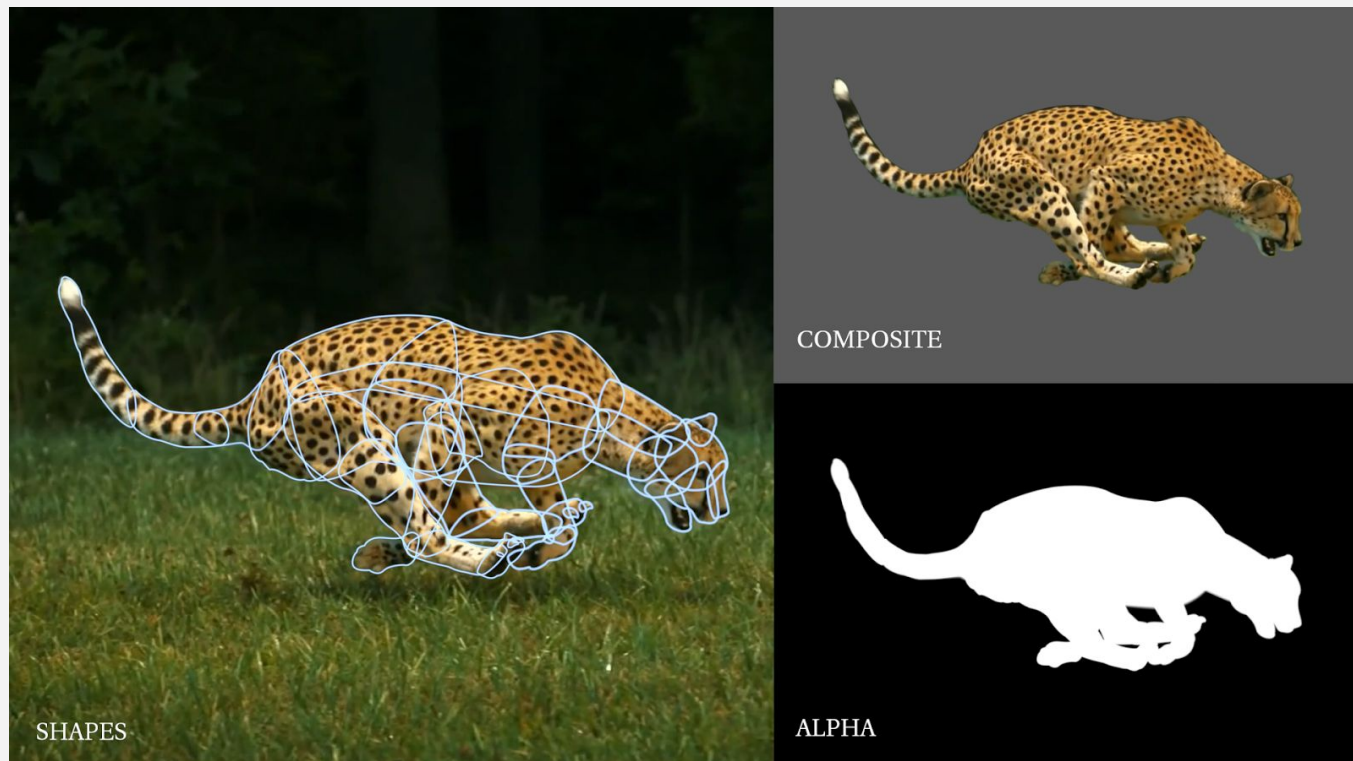


Plate | Roto | Isolated Edge Treatment | Motion Blur

MUZZLE FIRE



Plate | Background Edit | Color Correction | Muzzle Flare

REFLECTION PAINTOUT



Plate | Paintout Camera | Restoration of Frame Photo | Stabilized Plate with Point Tracker
| Color Correction | Rotoscope | Grain Management

DIGITAL GORE PROJECT



Plate | Point-Tracker's Face | Object into Modo to Create an UV Map
| 3D Geometry of Subject's Head Created Using Camera Tracker
| Import UV MAP to Nuke & Projected Head onto 3D Geometry
| Unwrapped Projection Using the UV Map to Stabilized
| Added Wounds and Digital Gore | Pitch Fork Animated in Nuke
| Diffuse / Reflection / Specular Passes for 3D Pitch Fork all Generated inside Nuke

ETHEREAL PROJECT (GHOST)



Plate | Green Screen Keying | Stock Elements Integration
| Exponential Glow | Volume Rays | Color Grading | Grain Management

TITLE PROJECT (WALL REPLACEMENT)



Plate | Paintout Clean Wall Patch | Color Correction |
Re-Lighting | 2D Element Integration | Camera Tracker & Lens Distortion |
Project Patch onto 3D Card | Rotoscope Foreground Elements | Grain Management