

Simon Dye ~ Demoreel 2012 ~ shotbreakdown.

‘Suckerpunch.’ Warner Bros.

Composited in NUKE at ‘Animal Logic.’v Sydney. Australia



01: Babydoll eye morph.

Warp/morph transition between push in dolly plates.

Full Composite by me.



02: Knight seige.

Initial Composite of supplied 3D Castle/knights layers. Rotoscope of foreground elements. Skydome placement and preliminary composite of all elements

Initial/layout Composite by me.



03: Nest reveal.

Gs extraction. BG chimney/smoke/particles. Preliminary composite.

Initial/layout Composite by me.



04: Babydoll eye morph.

Gs extraction. BG chimney/smoke/particles. Preliminary composite.

Initial/layout Composite by me.



05: Mother dragon rises.

Gs extraction nest plate. CG baby/mother, BG chimney/smoke/particles integration.

Full Composite by me.



06: Babydoll eye morph.

Gs extraction. BG chimney/smoke/particles. Preliminary composite.

Initial/layout Composite by me.



07: Mother dragon looks over.

Gs extraction nest plate. CG baby/mother, BG chimney/smoke/particles integration.

Full Composite by me.



08: Mother dragon sizes up Babydoll.

Gs extraction nest plate. CG baby/mother, BG chimney/smoke/particles integration.

Full Composite by me.



09: Mother dragon rises up to flame.

CG mother, BG chimney/smoke/particles integration. Comp glow effect.

Full Composite by me.



10: Mother Dragon rises bat out of hell.

Full integration of all cg layers. Mother Dragon, fire, castle, sky, atmos elements

Full Composite by me.



11: Mother dragon looks down.

Gs extraction. Environment/chimney/smoke/particles/fire. Preliminary composite.

Initial/layout Composite by me.



12: Mother dragon drops down.

Gs extraction. Environment/chimney/smoke/particles/fire. Preliminary composite.

Initial/layout Composite by me.



13: Mother dragon chases plane

Environment/chimney/smoke/particles/fire. Preliminary composite.

Initial/layout Composite by me.

‘Cowboys and Aliens.’ Dreamworks picture/Universal.

Composited in NUKE at ‘The Embassy’. Vancouver. Canada.



14: Lady captured.

Rig removal, rotoscope cg lasso element integration

Initial/layout Composite by me.



15: Alien gun transform.

Cg wristband and hand replace element integration

Initial/layout Composite by me.



16: Wristband targeting hologram.

Marker removal. Cg wristband and hologram integration and effect.

Full Composite by me.



17: Wristband targeting hologram.

Marker removal. Cg wristband and hologram integration and effect.

Full Composite by me.



18: Wristband targeting hologram POV.

Cg wristband and hologram integration and effect.

Full Composite by me.



19: Alien ship flyby.

Roto, integration of cg spaceship and light element.

Full Composite by me.



20: Son alien lasso.

Rig removal, rotoscope cg lasso element integration

Initial/layout Composite by me.



21: Son alien lasso pull away.

Set crane and lighting rig removal, rotoscope, cg lasso/ship/lighting element integration

Initial/layout Composite by me.



22: Horse leap.

Plate repair, rotoscope, plate paint extension, cg ship/smoke/dust integration

Full Composite by me.

'Journey 2 ~ the Mysterious Island.' Warner Bros.
Stereo Composited in NUKE at 'Rising Sun Pictures. Adelaide. Australia



23: Leap on bee.

Bs extraction. Integration of all elements. Cg plants/bees/butterflies/bg cliff/dust.

Full Composite by me.



24: Bee up and away.

Bs extraction. Integration of all elements. Cg plants/bees/butterflies/bg cliff/dust.

Full Composite by me.



25: Bee up and over mountain.

Bs extraction. Integration of all elements. Cg plants/bees/butterflies/cliff/waterfalls/live action valley/clouds.

Full Composite by me.



26: Bees reverse angle.

Bs extraction. Integration of all elements. Cg bees/live action valley/clouds.

Full Composite by me.



27: Bee drops into forest.

Bs extraction. Integration of all elements. Cg bee/bird/forest/live action/clouds/BG.

Initial/layout Composite by me.



28: Bee in forest avoiding bird.

Bs extraction. Integration of all elements. Cg bee/bird/forest/live action/clouds/BG.

Initial/layout Composite by me.



28: Bee in forest.

Bs extraction. Integration of all elements. Cg bee/bird/live action/clouds/BG.

Initial/layout Composite by me.



29: Bird swoops in forest chase.

Bs extraction. Integration of all elements. Cg bee/bird/forest/live action/clouds/BG.

Initial/layout Composite by me.



30: Break out with stick bird eye hit.

Integration of all CG elements. Digidoubles/bee/forest/bird/sticks/debris/bg environment

Full Composite by me.



31: Slomo sun silhouette chase.

Integration of all CG elements. Digidoubles/bee/forest/bird/sticks/debris/bg environment

Full Composite by me.

‘Hunger Games.’ Lionsgate.

Composited in NUKE at ‘Rising Sun Pictures. Adelaide. Australia



32: Katniss and Haymich on roof.

Chromascreen extraction. Bg matte animation and integration

Full Composite by me.



33: Katniss and Haymich on roof.

Chromascreen extraction. Bg matte animation and integration

Full Composite by me.



34: Katniss and Haymich on roof.

Chromascreen extraction. Bg matte animation and integration

Full Composite by me.

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