

Simon Dye

Showreel 2014

Shot Breakdown

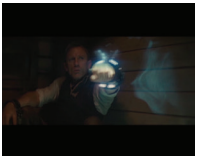
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Cowboys & Aliens: Nuke Compositor with 'The Embassy' in Vancouver. Roto scoping and paint rig removal for addition of multipass 3D 'Bola' element. Full setup and comp by me. Lights added at a later stage by another in the team.



Cowboys & Aliens: Full composite of the addition of 3D tracked elements of hologram.



Cowboys & Aliens: Full composite of the addition of 3D tracked elements of hologram. Tracking marker removal and rotoscoping included with full composite by me.



Cowboys & Aliens: Addition of CG space craft and lights. All tracking and rotoscoping included in full composite by me.



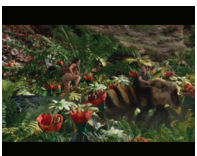
Cowboys & Aliens: Roto scoping and paint rig removal for addition of multipass 3D 'Bola' element. Full setup and comp by me. Lights added at a later stage by another in the team.



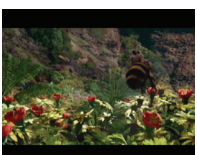
Cowboys & Aliens: Complex lighting rig removal and BG repair. Roto scoping and paint rig removal for addition of multipass 3D 'Bola' element. Full setup and comp by me. Lights added at a later stage by another in the team.



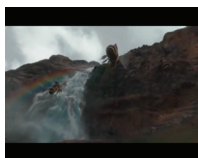
Cowboys & Aliens: Tracked addition of deeper trench element of supplied matte painting. Full composite and rotoscope of jumping character with shadow (with additional paint fix) with multipass CG space craft and smoke/dust elements.



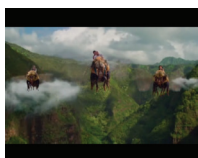
Journey 2 ~ The Mysterious Island: Nuke Compositor with Rising Sun Pictures, Adelaide. Full stereo composite of multi pass background and bee CG elements with greenscreen extracted actors. Full composite by me.



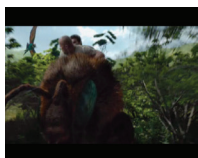
Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background and bee CG elements with greenscreen extracted actors. Full composite by me.



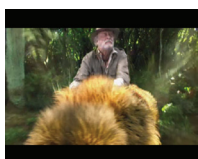
Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background and bee CG elements with greenscreen extracted and digital actors. Comp tracked and matched to live action vally helicopter element at end with additional cloud and mist elements.
Full composite by me.



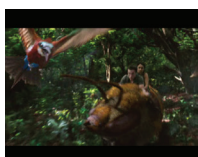
Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background and bee CG elements with greenscreen extracted actors. Comp tracked and matched to live action vally helicopter element with additional cloud and mist elements.
Full composite by me.



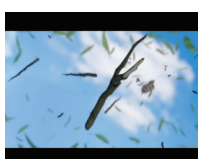
Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass forest, bird and bee CG elements with greenscreen extracted actors. Over 3D nuke environment.
Full composite by me.



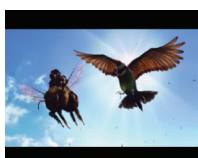
Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background and bee CG elements with greenscreen extracted actors. Over 3D nuke environment.
Full composite by me.



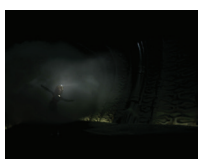
Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background and bee CG elements with greenscreen extracted actors. Over 3D nuke environment.
Full composite by me.



Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background, bird, bee and digital characters CG elements over 3D nuke environment.
Full composite by me.



Journey 2 ~ The Mysterious Island: Full stereo composite of multi pass background, bird, bee and digital characters CG elements over 3D nuke environment.
Full composite by me.



Prometheus: Nuke Compositor with Rising Sun Pictures, Adelaide.
Full stereo Composite and line up of two pass elements. Rotoscoping and headlamp interaction included.



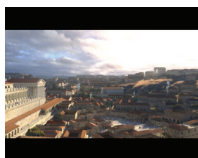
Prometheus: Full stereo composite of Green screen extraction for set extention. Built from multiple takes with stabilising and tracking to match plates. Tracking marker removal included.



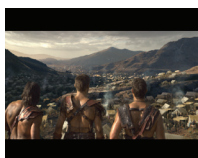
Prometheus: Full stereo Rig and tracking marker removal will multi layer eddition of dust and flying debris. Rotoscoping included.



Prometheus: Full stereo Rig and tracking marker removal will multi layer eddition of dust and flying debris. Rotoscoping included.



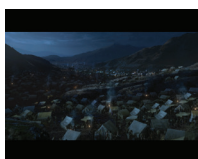
Spartacus ~ War of the Damned: Senior Compositor with Digital Post. Auckland.
Composite of dozens of green screen people elements to populate mult layer 3D nuke environment 'matte painting'. Composite including smoke and atmosphere compositeing and tracking to match live action green screen plate. Full Composite by me.



Spartacus ~ War of the Damned: Composite of dozens of green screen people and tent elements to populate mult layer 3D nuke environment 'matte painting'. Composite including smoke and atmosphere compositeing and tracking to match live action green screen plate. Full Composite by me.



Spartacus ~ War of the Damned: Composite of water element layers to bring a still matte painting to life. Composite including greenscreen extraction and tracking to match live action green screen plate. Full Composite by me.



Spartacus ~ War of the Damned: Composite of dozens of green screen people and tent elements to populate mult layer 3D nuke environment 'matte painting'. Composite including smoke and atmosphere compositeing. Full day for night grade included. Full Composite by me.



Spartacus ~ War of the Damned: Flare transition to composited nuke 3d environment with multiple layers of massive crowd and fireball/smoke elements.

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of massive crowd and fireball/smoke elements.

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of massive crowd and fireball/smoke elements.

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of chromakey elements. Addition of 2D shadows from chromascreen elements

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of chromakey elements. Addition of 2D shadows from chromascreen elements

Full Composite by me.



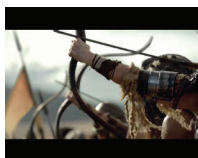
Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of chromakey elements. Addition of 2D shadows from chromascreen elements

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of chromakey elements. Addition of 2D shadows from chromascreen elements

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of chromakey elements. Addition of 2D shadows from chromascreen elements

Full Composite by me.



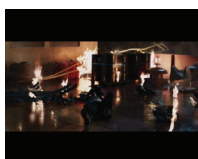
Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of massive crowd and fireball/smoke elements.

Full Composite by me.



Spartacus ~ War of the Damned: Nuke 3d environment with multiple layers of massive crowd and fireball/smoke elements.

Full Composite by me.



Ironman 3: Compositing with Weta Digital. Wellington. New Zealand. Chromascreen composit with added BG set and smoke/fire elements. Addition of CG fire, debris, smoke and ironman suit elements with reflections. Extensive rotoscoping and camera matching.

Full Composite by me.



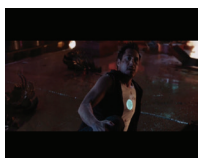
Ironman 3: Chromascreen composite with added BG set and smoke/fire elements. Addition of CG fire, debris, smoke and ironman suit elements with reflections. Extensive rotoscoping and camera matching.

Full Composite by me.



Ironman 3: Composite with added BG set and smoke/fire elements. Addition of CG/practical fire, debris, smoke and character elements. Extensive rotoscoping and camera matching.

Preliminary layout Composite by me.



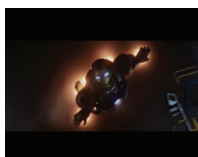
Ironman 3: Chromascreen composite with added BG set and smoke/fire elements. Addition of CG fire, debris, smoke and ironman suit elements with reflections. Extensive rotoscoping and camera matching.

Full Composite by me.



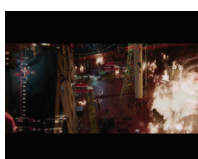
Ironman 3: Complete composite of CG BG elements with CG character. Multiple layers of character and extremis effect.

Full Composite by me.



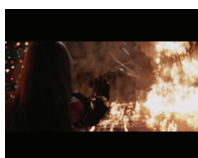
Ironman 3: Composite with added CG BG set and CG Ironman suit elements

Preliminary layout Composite by me.



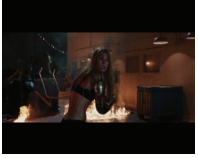
Ironman 3: Composite with added live action BG set and CG Ironman suit HUD elements

Preliminary layout Composite by me.



Ironman 3: Composite with added CG BG set and CG Ironman suit elements with practical fire and smoke elements.

Full Composite by me.



Ironman 3: Composite with added CG BG set and CG Ironman suit elements with practical fire and smoke elements.

Full Composite by me.