



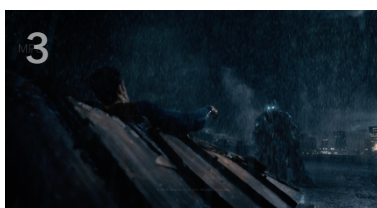
DMP element

Floor tile patch in Photoshop exported to Nuke.



Greenscreen prep

Cleaned set light reflections on ground and windows, removed tracker markers.



Greenscreen prep

Cleaned set light reflections on ground and windows keeping the rain.



Greenscreen prep

Cleaned tracker markers, had to remove Superman for CG take over by painting a ground patch and projecting it over, and also cleaned the greenscreen around the characters.



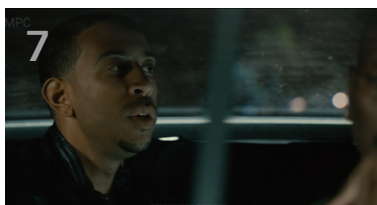
Greenscreen prep

Removed set rig around Batman for 2 greenscreen plates.



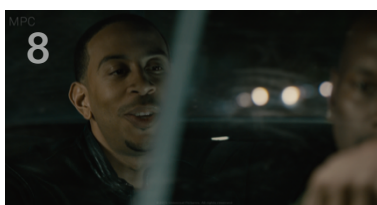
Roto-paint

Cleaned windshield debris from ground, practical ambulance bumper paint out and roto for CG replacement.



Comp

Bluescreen key, tracking, BG integration, windshield texture, light interaction.



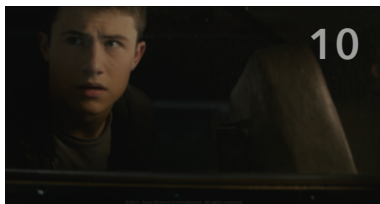
Comp

Bluescreen key, tracking, BG integration, windshield texture, light interaction.



Comp

Greenscreen key, DMP BG integration and color, match rack focus and bokeh.



Comp

Greenscreen key, reflection cleanup, BG integration, window texture, light interaction.



Comp

Greenscreen key, BG integration, plate grading, windshield texture, light interaction.



Comp

Greenscreen key, BG integration, window texture, light interaction.



Comp

Bluescreen key, plate grading, BG integration, 2D and CG rain and atmos elements, CG ocean water.



Comp

Bluescreen key, plate grading, BG integration, 2D and CG rain and atmos elements, CG ocean water.



Comp

Bluescreen key, plate grading, BG integration, 2D and CG rain and atmos elements, CG ocean water.



Comp

Bluescreen key, plate grading, BG integration, 2D and CG rain and atmos elements, CG ocean water.



Comp QC

Tech fixes, refined key edge detail.



Comp QC

Tech fixes, refined key edge detail around the head and face.



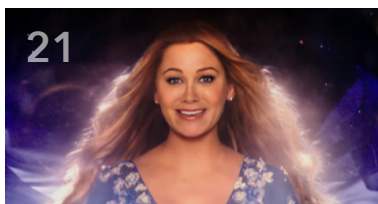
Comp & prep

Plate cleanup, tracking, set extension to hide floor and enlarge pillars, additional 2D smoke, partial character roto.



Comp

Plate cleanup, tracking, set extension, color correction, additional 2D smoke, roto.



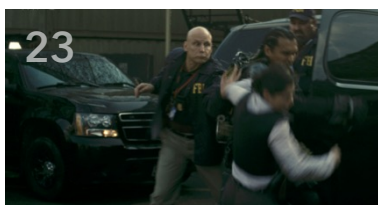
Comp

Greenscreen key, BG integration, ghost effects with 2D elements. Hair replaced and tracked on with mochaPro from a different plate. I used different 2D tracks of the head to move points in a Gridwarp to give the hair the movement of the head.



Comp

Greenscreen key, tracking, BG integration.



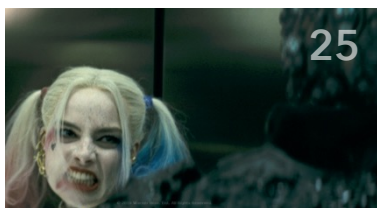
Comp

Greenscreen key, tracking, BG integration.



Comp

Greenscreen key, tracking, DMP city background grading and integration.



Comp

CG creature head integration.



Comp

Greenscreen key, CG building integration, CG creature head.



Comp

Greenscreen key, CG building, CG creature head, FX broken glass shards and debris.



Comp

Greenscreen key, CG building, CG creature head, FX broken glass shards and debris.



Comp

CG creature head, FX broken glass shards and debris, roto, small paint fixes.



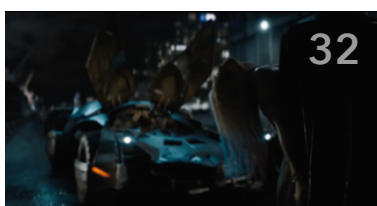
Paint

Cleaned up retime glitches.



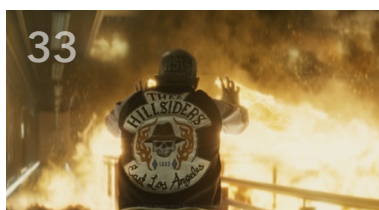
Comp

Added 2D element smoke, tracking, light interaction.



Comp

Greenscreen key, DMP BG integration and grading, added alley light, matched rack focus, lens effects.



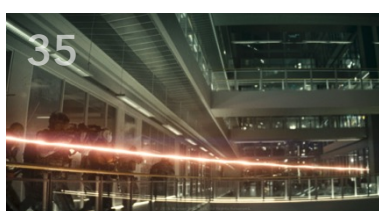
Comp

Greenscreen key, CG building integration, CG creatures, deep compositing of FX fire, smoke and embers, interaction with plate character.



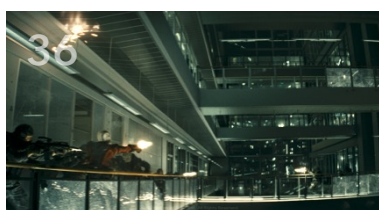
Comp

Greenscreen key, CG building integration, CG monocle prop, DMP broken glass panels.



Comp

Greenscreen key, CG building integration, CG soldier creatures, FX bullet hits and DMP bullet holes, muzzle flashes and tracers.



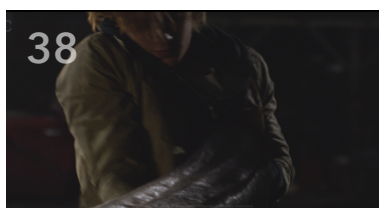
Comp

Greenscreen key, CG building integration, CG soldier creatures, FX bullet hits and DMP bullet holes, muzzle flashes and tracers, DMP broken glass panels.



Comp

Selective plate grade (lowered water and sky exposure), edge clean-up, CG breath, Sky replacement, DMP city grading and integration, CG plane and ferries, added water foam.



Comp

CG tentacle integration, interaction with live actor, roto.



Comp

CG tentacle integration, interaction with live actor, roto.



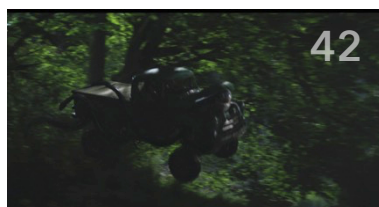
Comp

CG tentacles integration. Deep holdouts and roto.



Comp

CG tentacles integration. Deep holdouts and roto.



Comp

CG creature and CG hood integration. Deep holdouts and roto.



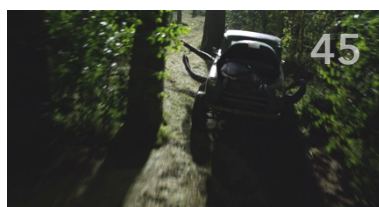
Comp

CG tentacles integration. Deep holdouts and roto.



Comp

Integration of CG creature inside truck. Deep holdouts and roto.



Comp

Integration of CG creature and CG hood. Had to move FG tree line to the right, closer to the truck, by stabilizing and re-tracking. Deep holdouts and roto.



Comp

Integration of CG creature inside truck. Deep holdouts and roto.



Comp

Integration of CG creature inside truck. Deep holdouts and roto of girl.



Comp

Tech fixes. DMP BG integration. Edge clean-up.



Comp

Bluescreen key, BG perspective, tracking and integration.



Comp

Bluescreen key, BG perspective, tracking and integration. Heat distortion screen left to match sequence.



Comp

CG truck tires, added 2D smoke and dust elements, BG FX fire and smoke integration, edge clean-up.



Comp

CG creature integration, hand interaction.



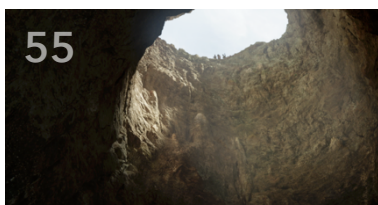
Comp

Greenscreen key, DMP city and mountains integration, CG pigeons and creature inside truck. Deep holdouts.



Comp

Bluescreen key, render camera animation adjusted to match sequence, BG tracking and integration, 2D window texture tracked on.



Comp

Bluescreen key, plate resizing and tracking, DMP environment enhancements to add light variation. 2D water and smoke elements. Added handheld camera movement.



Comp

CG creatures integration inside the trucks, 2D dirt and nuke particles over CG to match plate. Deep holdouts and roto.



Comp

DMP mountains and sky tracked to plate. CG creature integration. Deep holdouts and roto.



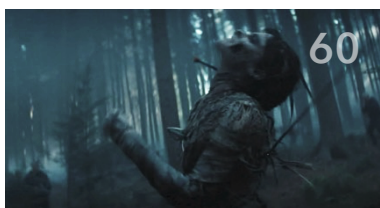
Comp

CG creature integration, DMP set extension grading, edge clean-up. Deep holdouts and roto.



Comp

Digital make-up. 2D cheek and neck veins. Tracked with mochaPro.



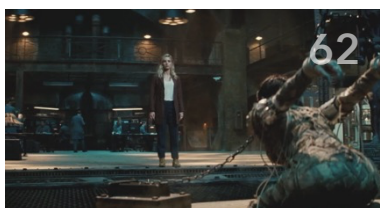
Comp

Digital make-up. Replaced face and shoulder with CG double with skin decay. CG dart and hook.



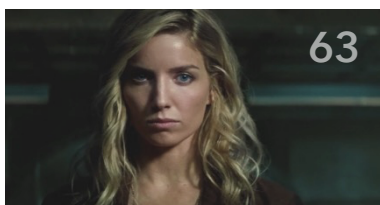
Comp

Digital make-up. CG cables and hooks. Replaced hands and feet with CG. Deep holdouts and roto.



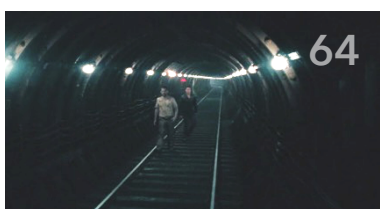
Comp

Monitor insertion from another plate.



Comp

Bluescreen key, grade and BG matched to live action reference and set-up to work for all similar bluescreen shots in the sequence.



Comp

DMP tunnel set extension integration. Bluescreen key edge clean-up. Digital make-up effects, veins and skin decay on FG character. Gunshot wound marks tracked on to t-shirt.



Comp

Digital make-up. Integration of CG hook and cable.



Comp

Full CG comp. Added lens effects, heat distortion, interactive lights and enhanced explosion and exhaust fire with 2D elements.



Comp

Full CG comp. Added lens effects and interactive lights.



Comp

Full CG comp. Added lens effects, heat distortion, interactive lights and enhanced explosion with 2D elements.