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Breakdown Sheet

Shot #1: Hair Key

This was a full Greenscreen Key / Comp. Using a photographic FG plate and a still image DMP, I removed the tracking markers and the exposed set to create a clean screen. Then pulled an alpha matte through the Image Based Keyer and copied that under the despilled plate which I used three despills. One for the sky, and two for the ground. The background DMP needed to match the color of the plate, so the contrast, value and saturation were matched, as well as the defocus amount. Then the foreground and background were combined with some added light wrap and grain, then I had to apply an overall LUT before delivery.

Shots #2 & #3: Green-screen Key / Comp.

The 2nd and 3rd shots are green screen keys from Enola Holmes 2. I was responsible for extracting the alpha matte from the live action plate, and combining it with a still frame DMP, which also needed to be color graded to match the despilled foreground. The background DMP needed some cleanup as well to remove some lighting fixtures. Sorry I don't have a more extensive breakdown, but I do have a before and after wipe so you can see the transformation of raw plate to final image.

Shot #4: Sky Replacement & DMP insertion

The 4th shot needed the sky replaced and a still frame DMP of the building on the horizon inserted. I was given just the building and a few trees around it as a DMP still frame, and I had to create my own tree line to set the DMP into the horizon. Then a very complex roto on the two actors and the top portion of the foreground carriage, which needed to go on top of the DMP element and the new sky.

Shot #5: CG elements over Photo-real Background

The 5th shot is a full pass CG character of which had to be color-matched to the surrounding shots, as well as matched to the live action background. The light-effects of the splattering-spongeBobs was added by me in comp. I was given a similar effect that was created by the effects department as reference, and I had to re-created it myself in comp using a combination of light-wrap and godrays. Then light had to be added to the CG character in comp during the bright light effect, which was done using the normals pass controlled with a matrix node driven by an axis node to control the direction of the lighting. This generated an alpha mask on the character that looked like it was coming from the direction of the glowing light effect.

Shot #6: Deep Composite

CG butterfly elements were provided, and I had to color-match the butterflies and match the focus. This was down with a deep composite using a holdout for the foreground actor and some of the branches of the bushes on Screen-Left. The final color was provided as a 3D-LUT and added in comp for delivery

Shot #7: Graduate Work

This was a full CG shot that was created 100% from scratch. I found some concept art online as reference, and built the interior of the corridor in Maya. The plants are a combination of Maya paint Effects and some SpeedTree. I created the shaders for everything in the scene myself using Arnold, except the "Wet-Floor" sign and the Yellow Bottle in front of it. Those assets came out of a library that I tossed in there. The poster on the wall on Screen Right is actually a mock retro-space-vacation poster published by NASA). The lighting was set up by me. I created and placed 100% of all the lighting. The god-rays are done in Nuke with the God-Rays node, and I added dust particles using Nuke's Particle Emitter. (Although they are too small to see, all the Sticky Notes have writing on them, they are scanned from actual sticky notes that were on my desk when I created this scene)

As an anecdotal note… the very back of the hallway in the distance are tall green plants that come up from the floor and bend over the hallway… those are actually GIANT CARROTS. -you don't see the carrot part, just the greens. They make really amazing space-plants. (My favorite part of this scene are the random Mushrooms that I placed in the dark corners of the foreground on Screen Left)

Grit. What is it? Grit is the disposition to pursue very long-term goals with passion and perseverance.
Grit is sticking with things and working very hard at it. Grit is treating life like a marathon, not a sprint