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Compositor

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BREAKDOWN SHEET

Sonic The Hedgehog

	DeepComp CG integration & color correction, paintouts, streak is an animated roto shape, interactive lighting on cars, expo glow on sonic streak & egg pod, lens flare
	DeepComp CG integration & color correction
	DeepComp CG integration & color correction, furniture roto, expo glow



DeepComp CG integration & color correction,
furniture/head roto, expo glow



DeepComp CG integration & color correction,
furniture roto, added bullet holes, expo glow



DeepComp CG integration & color correction,
comped user interface on top of roto constant,
reanimated elements to match similar shots

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Growing Energy



Light Paintout, Heat Distortion, Energy Effects created with Trapcode Particular

Chain Replacement



Paint out, created and animated chain using Element 3D

Matte Painting



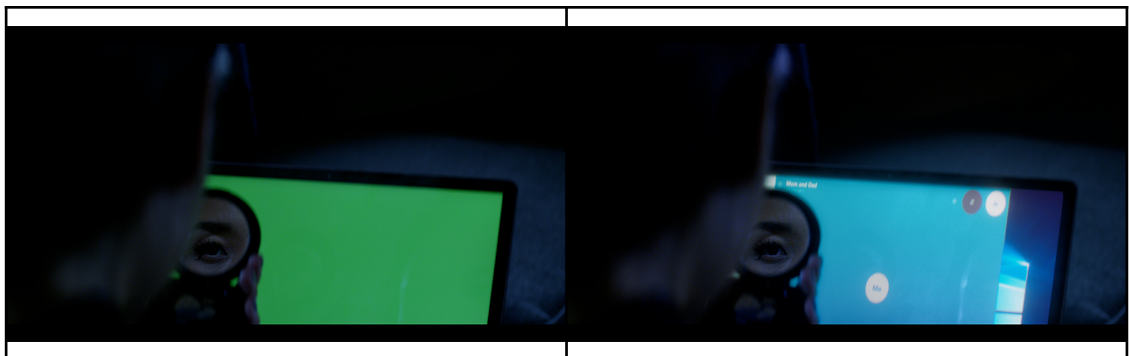
Comped additional plates of people walking and 2d fog layers, created matte painting in photoshop (used the turbo squid plugin) Animated parts of matte painting with noise so shrubbery would move as people walked by.

Muzzle Fire



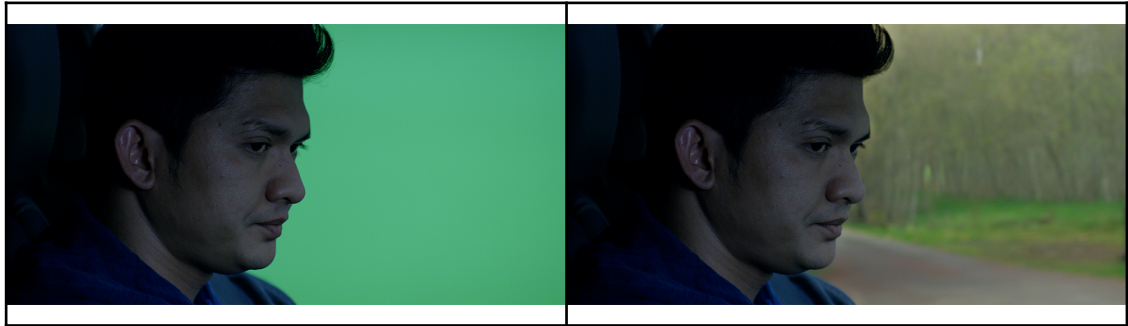
Interacting lighting on all 3 actors, comped muzzle flash with expo glow and added gun smoke and bullet ejections

Screen Burn-in



Keyed green screen, created and animated laptop graphic, added interactive lighting to face

Green Screen



Keyed green screen, animated background plate to car movement added, bg plate reflections to actors face

Paint Out



10 second shot, camera movement in 3d space, painted out background signs identifying Vancouver

Muzzle Fire/Gore



Muzzle flash, interactive lighting, blood burst, and shell ejection