



300

keyed fg soldiers and advancing army. selected and combined different takes of advancing army., blending between different grounds. Integrated digital doubles and massive rendered soldiers, matte paintings elements, 3d water, animated dust stills ,added feet dust hits. Added filmed lens flare element. Created sun rays through dust. Graded and grained individual elements.



300

keyed fg soldiers and advancing army selects. Repositioned advancing army selects. Animated and tracked lens flare. Added 3d dust foot hits and impact dust . Created atmospheric dust. Graded individual elements and grained



Moulin Rouge

keyed conductor. Combined multiple crowd takes. Colour corrected between layers.



Moulin Rouge

keyed fairy. combined matte painting elements. Defocused bg. Integrated 3d sparkles, stars and wings. Created animated glow affect. Added interactive light. Graded and grained.



Harry Potter and the Prisoner of Azkaban

keyed ghost actor, created ghostly affect. Animated 'suction' affect as boy passes through. Graded up lights as children enter room



FearDotCom

integrated 3d elements with live action. created ghostly, watery affect. added light and distortion affect to environment. Added camera shake. graded and grained image



FearDotCom

integrated 3d elements with live action. created ghostly, watery affect. added light and distortion affect to environment. Added camera shake. graded and grained image. Integration of 3d creatures.



FearDotCom

integrated 3d elements with background still. Added light effect. graded and grained image



#### FearDotCom

keyed girl and comped with bg still. created retime effect. Added light affect. Graded and grained image



#### Les Dents de la Nuit

Added flames to the actor using elements from another stake of a stuntman on fire. Involved separating flame elements and recombining them to match the movements of the the actor. Created interactive light.



#### Les Dents de la Nuit

Matched different takes of hamsters and actors to create a seamless transition. Added light effect and faded in shadows of actors and surrounding objects. Created puff effect using multiple artbeat PAL quicktimes. Retimed, resized and layered these separate smoke elements.



#### Panavision

keyed charlie, created bg and composited. Created light effect and interactive light on Charlie character.



#### Ferrero Italy

keyed giant and robbers on bike with filmed camera move. Added stock footage bg. selected, tracked and comped in cloud elements



#### Ferrero Italy

keyed giant. keyed separate crowd elements. Combined and graded separate mpelements.. added shadow. tracked and comped in 3d bird flock



#### Sunrise calrose

morphed between separately shot mouth and eye positions according to animation charts. warped the tips of the rays of the sun



#### House of Wax

created projection map with fire for 3d. integrated 3d roof. added bluecreen dripping wax elements to edge of roof, wals and windows. created crack in windows. Added shot falling fire. created interactive light. Animated firelight inside building. Added smoke layers. Warped walls of building to give the illusion of a melting wax structure



#### House of Wax

Animated pole into Pari's head using a stills of the pole and her. Added dripping blood along rise and underneath the entry. Warped around entry and animated hair.



#### Dolore (tamata)

part of 9 screen installation. created multiple retimes. graded and grained



#### Dolore (tamata)

part of a 9 screen installation. created multiple retimes using vector based retiming software. warped and animated to fall from top of screen. graded and grained



#### Meraviglia (tamata)

using rotosplines to reveal dancing light as though drawn on. Created light affect on motion capture image of dancer. created and tracked light affect on girl's torch. Grained and graded



#### Firetrap

using a still as a bg comped in shot explosion. added 3d particles and fire trails as well as filmed smoke elements. created interactive light. added camera shake and twinkle in building lights. grained



#### Firetrap

using a still as a bg, comped in filmed fire explosion, adding 3d particles and fire trails. Added fire reflection in windows, smoke and camera shake. grained



#### Firetrap

using a still as a bg, comped in filmed fire explosion, adding 3d particles and fire trails. Added fire reflection in windows, smoke and camera shake. grained. keyed and graded fireman and truck fg element. created interactive light to fg element



#### Firetrap

integrated 3d staircase and shadow pass. keyed man falling. Added smoke layers. Integrated man falling into smoke using 3d Z pass. Animated lighting. integrated 3d falling debris and created shadows.



#### Aquamarine

replaced head of Ray character using new take. integrated new head into composit which involved, new grade, de grain and regrain, warping, tracking. Blended old hair from old take with new hair. Keyed both charcters and graded. created bg using coean element and sky element. Defocused and regrained. Created move on fg characters



#### Aquamarine

keyed character. Graded. added light bleeding into fine hair. For storm sequence, added splashes which were defocused and retimed. graded. Created move to fg character and camera . Comped in different bgs



#### Asterix

Keyed bluescreen and inetgrated matte painting



#### Charlotte's Web

Splitscreens. Stabilised separate plates. Graded to match between the different plates. Keyed large goose.



#### Charlotte's Web

Removed beak of goose. Integration of 3d beak



#### Willfull

composited and animated roses into retimed and graded skies. added text element with blurs and transforms. Comped in explosion using retimes and glows



#### Lazytown

created long nose element in photoshop using liquify. Comped in and animated using warps and transforms. Tracked onto nose and into genie's hand. added in shadows, graded and grained.



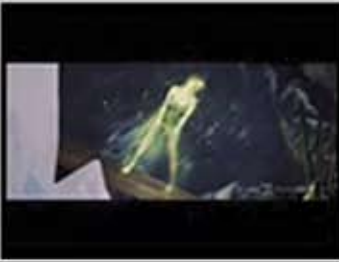
#### MTV

keyed lags and rotoed mouth. Comvined elements and warped. tracked in embosed type on lips. integrated 3d mtv type and flower. Comped on bg. Added type and created effect and offsets.



### Lazytown

Integrated 3d chest fg warps and 3d animated lock. Graded and grained elements. created overall warp on chest. Blended between different takes and 3d chest element. Created animated shadow pass.



### Moulin Rouge

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