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TECHNICAL DIRECTOR

CHARACTERS & MATCHMOVING

BREAKDOWN FOR MATCHMOVING REEL SPRING 2010



Shot 1

Challenges: rolling shutter, lens distortion, motion blur.
What I did: tracked camera and bench in SynthEyes, reconstructed terrace and bench in Maya, redistorted CG in SynthEyes.



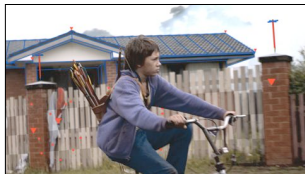
Shot 2

Challenges: greenscreen and monitor replacement, motion blur.
What I did: tracked camera in SynthEyes, reconstructed studio space and monitors in Maya, keying in Shake.



Shot 3

Challenges: lens distortion.
What I did: tracked camera in SynthEyes, reconstructed hallway in Maya, redistorted CG in SynthEyes, flag roto in Mocha.



Shot 4

Challenges: smoke, lack of good features, motion blur.
What I did: tracked camera in SynthEyes, reconstructed the fence and both houses in Maya, boy roto in Shake.



Shot 5

Challenges: features covered by car shadow.
What I did: tracked camera and car in SynthEyes, reconstructed some car panels in Maya, car roto in Shake.



Shot 6

Challenges: fisheye distortion, specular reflections.
What I did: undistorted footage and redistorted tiled CG in Shake, tracked camera and reconstructed container in SynthEyes.



Shot 7

Challenges: rolling shutter, lens distortion, camera stabilization.
What I did: tracked camera in SynthEyes, redesigned camera motion in Maya using projections.



Shot 8

Challenges: lens distortion, strong motion blur, returning features.
What I did: tracked camera in SynthEyes manually, reconstructed both rooms in Maya, redistorted CG in SynthEyes.