

**Donald Tse – Composer
Demo Reel 2008**

Shot Breakdown



1. Used particular to make the lighting. Putted 3D vortex in the BG and color correct the vortex to match the shot. Added camera shake and light effects.



2. Tracked and roto'd. Removed original license plate and replace it with the new one. Added a rift into the shot and made the transition of the truck appear into the shot.



3. Roto'd the actors in the FG. Added in 3D engine, wood chips, and dust. Color corrected the whole scene to match. Added camera shake.



4. Track and Roto'd eye. Paint in Demon eye effect.



5. Roto'd cave. Replace BG bricks with a more cave look from another shot. Scale, position, and color corrected the plate to match sequence. Added lighting hit.



6. Tracked and added lighting shot using 3D space.



7. Lighting shots flying through the sequence. Done in 3D space.



8. Green screen and roto'd. Replace the shot with BG plate. Added rift in the shot and animated it to match the sequence.



9. Tracked. Wire removal and paint effects.



10. Tracked and wire removal. Used other Frames to over up the wire depending on how the light changes on the ground.



11. Timed 2 different plates together. Added flare and particular dust on hit.



12. 3D fake: 3D mouth rendered element. 3D still of the face and hand animated all the face movements. Color corrected the eyes. Match lighting to the scene. And tracked the face to the camera movement.



13. Green screen. Flipped the hotel sign around. Added light wrap and scratches to the glass to make it more glass feel.