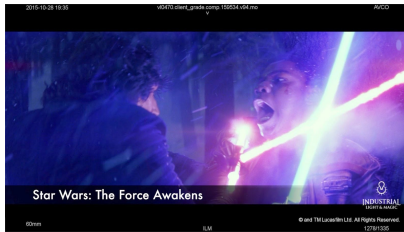




Star Wars: The Force Awakens (2015) - ILM

Software: Proprietary Software

Roto: Roto for the helmets for all the Stormtroopers so background can be replaced.



Star Wars: The Force Awakens (2015) - ILM

Software: Proprietary Software

Paint: Removal of practical lightsabers used so that CG lightsaber can be placed on top.



TMNT: Out of the Shadows (2016) - ILM

Software: Proprietary Software and Nuke

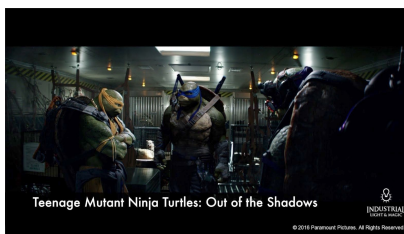
Paint: Removal of the actor in Mocap suit that is showing even when the CG character is placed on top.



TMNT: Out of the Shadows (2016) - ILM

Software: Proprietary Software and Nuke

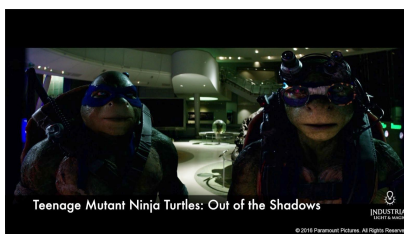
Paint: Removal of the actor in Mocap suit that is showing even when the CG character is placed on top. Tracked in patches.



TMNT: Out of the Shadows (2016) - ILM

Software: Proprietary Software and Nuke

Paint: Removal of the actors in Mocap suits that are showing up even when the CG character is placed on top. Tracked in patches and also painted by hand some areas.



TMNT: Out of the Shadows (2016) - ILM

Software: Proprietary Software and Nuke

Paint: Removal of the actors in Mocap suits that are showing up even when the CG character is placed on top. Used Nuke to track in patches and to also make any color adjustments.



TMNT: Out of the Shadows (2016) - ILM

Software: Nuke

Paint: Removal of the actors in Mocap suits that are showing up even when the CG character is placed on top. Used Nuke to track in patches and to also make any color adjustments.



TMNT: Out of the Shadows (2016) - ILM

Software: Proprietary Software and Nuke

Paint: Removal of the actors in Mocap suits that are showing up even when the CG character is placed on top. Used Nuke to track in patches and to also make any color adjustments.



Priest (2011) - Spy Post

Software: Nuke

Roto: Biker to add more dust in the back

Paint: Remove bike tracks that are in front of the dirt bike. I used cameras from matchmove to project a new ground. I had several projections and transition them off as the biker rode past it.



Priest (2011) - Spy Post

Software: Nuke

Paint: There were wires attached to the men climbing. The wires were moving around a lot in front of the men. I ended up using Nuke to project parts of the mountain to hide the wires. I also had several patches in areas that couldn't be projected.



Live Free or Die Hard (2007) - The Orphanage

Software: After Effects and Silhouette

Paint: On the top of the freeway, there were some moving cars, which the vfx supervisor wanted removed. I had a degraded clean plate of the sky and tracked it in. I then rotoed back the freeway.



Live Free or Die Hard (2007) - The Orphanage

Software: After Effects and Silhouette

Paint: In the original, there were palm trees, but the location the movie is set shouldn't have palm trees. I created several different cleanplates to remove the palm trees. With the help of matchmove, they gave me 2d trackers to accurately place the cleanplates and the match the camera movement.

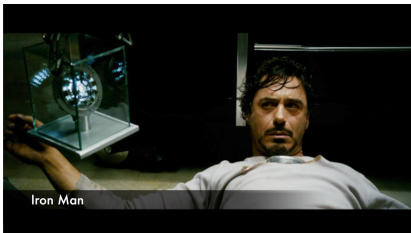


You Don't Mess With The Zohan (2008) - The Orphanage

Software: After Effects

Roto: Roto was done for the legs to remove the mattes that the stuntmen fell upon. Mattes were also given for Zohan to add him from another plate. To get the movement and the timing adjustments, I had to roto from several different plates of Zohan for the effect.

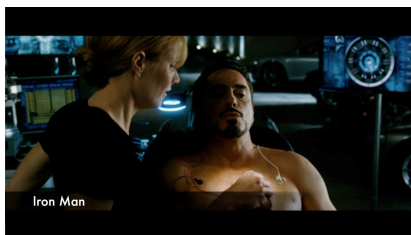
Paint: Clean up in the warp effect on Zohan.



Iron Man (2008) - The Orphanage

Software: After Effects and Silhouette

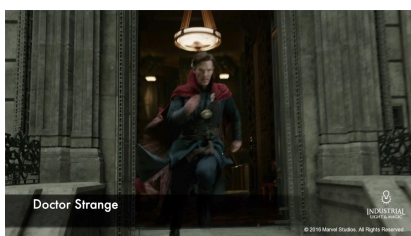
Paint: There were several wires attached from the box to the machine. For this shot, I used trackers that I exported from Silhouette. I used several clean patches and created transitions for when the wire was no longer on top of it. I also used offset patches for the base of the box.



Iron Man (2008) - The Orphanage

Software: After Effects and Silhouette

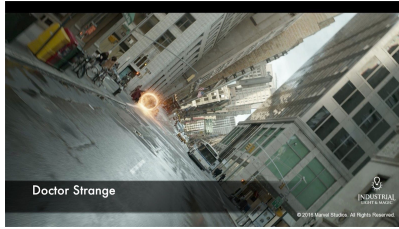
Paint: RDJ's chest in this shot was actually a prosthetic and his arms were real, so I had to clean up all the seams connecting the two. I also had to do some skin textures around the chest piece.



Doctor Strange (2016) - ILM

Software: Proprietary software

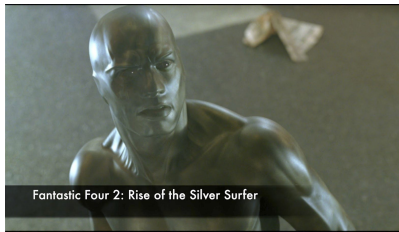
Roto: Roto FG Characters to replace background.



Doctor Strange (2016) - ILM

Software: Proprietary software

Roto: Roto FG Characters and other elements (cars and SR items) for CG background.



Fantastic Four 2: Rise of the Silver Surfer (2007) - The Orphanage

Software: After Effects

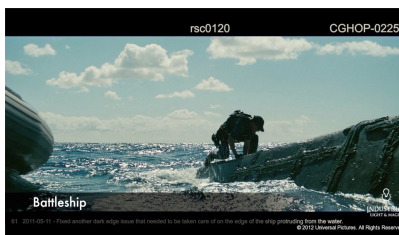
Paint: The tracking dots on the Silver Surfer were bigger than usual tracking dots are. I used an offset patch (using an area close to the dot) along with some tracking info, which worked really well. I did frame by frame paint to bring back the breath.



Battleship (2012) - ILM

Software: Proprietary software

Roto: Roto for the boat to add the background elements.



Battleship (2012) - ILM

Software: Proprietary software

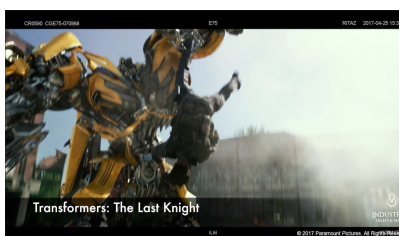
Roto: Roto for the boat and the characters to adjust the water line.



Transformers: The Last Knight (2017) - ILM

Software: Proprietary software & Nuke

Paint: Removed the explosives that went off on the ground by projecting in a patch. I used several patches for different areas.



Transformers: The Last Knight (2017) - ILM

Software: Proprietary software & Nuke

Paint: Removed trackers and the man when he is on the ground by projecting in a new ground patch. I also removed the man when he is in the air.

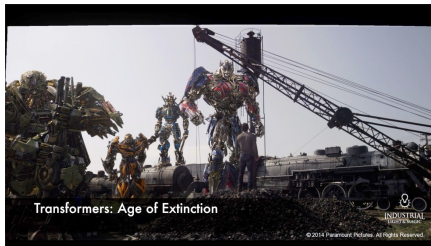


Transformers: Age of Extinction (2014) - ILM

Software: Proprietary software & Nuke

Paint: Removed the prop used to help with eye contact with actor by using several patches.

Roto: Roto for the chains so Optimus can be behind it.



Transformers: Age of Extinction (2014) - ILM

Software: Proprietary software & Nuke

Paint: Removed the props used to help with eye contact with actor by using several patches.

Roto: Roto for the chains so Optimus can be behind it.



Unbroken (2014) - ILM

Software: Proprietary software

Paint: Removed the shark puppet when it showed up from behind the CG puppet. Hand painted the water and also offset some water.

Roto: Roto for the SL side of the raft.



Unbroken (2014) - ILM

Software: Proprietary software and Nuke

Paint: Tracker removal on the blue screen which was replaced by the sky. Frame by frame hand paint.



Unbroken (2014) - ILM

Software: Proprietary software and Nuke

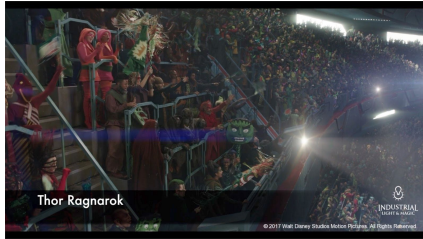
Paint: Tracker removal on the blue screen which was replaced by the sky. Frame by frame hand paint. I also had to hand paint when the trackers were behind the hair of the actors.



Avengers Age of Ultron (2015) - ILM

Software: Proprietary software and Nuke

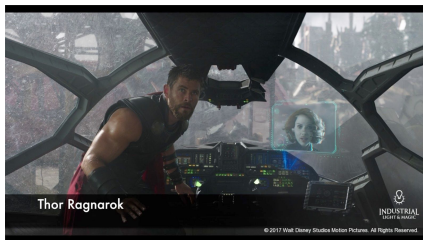
Paint: Removed the stand in for Vision that was showing up from behind the CG Vision. Projected in different plates in Nuke.



Thor Ragnarok (2017) - ILM

Software: Proprietary software

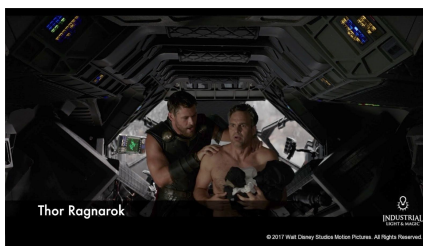
Roto: Roto for the crowd to add in more people.



Thor Ragnarok (2017) - ILM

Software: Proprietary software

Paint: Tracker removal from the blue screen (where the windows are). Frame by frame paint



Thor Ragnarok (2017) - ILM

Software: Proprietary software and Nuke

Paint: There was a boom mike that was coming through frame on the top ceiling. I had to project in a new ceiling to remove it and the shadow it was casting.