

Oliver Faldo Showreel Breakdown

Legend

Work I did do

Work I didn't do



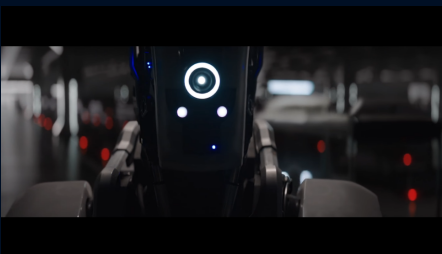
Multichannel Kiwi composited into live action plate. 2D atmos added.

CG Kiwi.



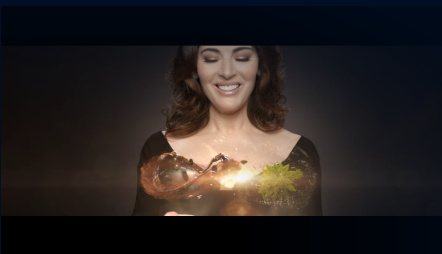
Foreground is a green screen live action plate with mid and background element plates composited into a 3D scene.

2D background matte painting.



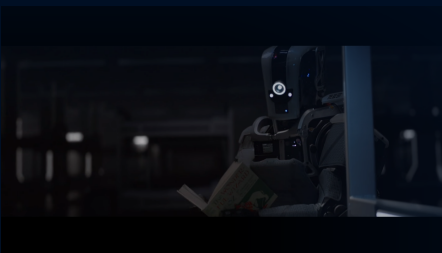
Foreground Mother, bed and Daughter are a single green screen live action plate composited over multi-channel BG. Screen cleanup and marker removal and some roto.

CG background scene.



Actor is a green-screen live action plate with composited 3D elements, volumetrics & glow effects.

CG ingredient swirls and floating particles rendered in deep.



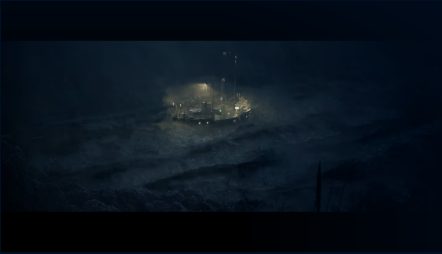
Foreground Mother, bed and Daughter are a single green screen live action plate composited over multi-channel BG. BG lighting, bokeh and integration changes as well as altered lighting direction on Mother. Screen cleanup and marker removal and some roto.

CG background scene.



Mid-ground Mother, bed, side table and Daughter are a single green screen live action plate composited over the CG BG. Screen cleanup and marker removal. Flickering and atmos used to reduce freeze frame look.

CG background scene



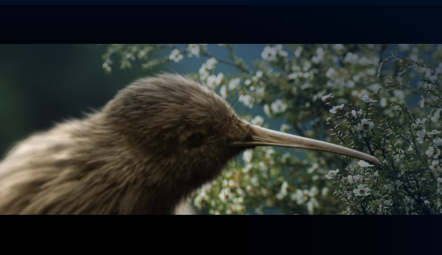
3D elements integrated with the addition of 2D mid-ground & foreground rain, rocks and grass, lens effects and lightning.

Houdini simulated multi-channel water, some rain and boat.



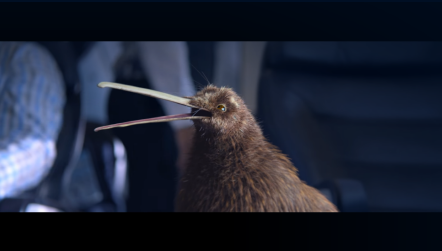
Green screen actors on bike frames composited into 3D scene. Practical bike frames removed and screens cleaned up.

CG multi-channel environment and bikes.



Kiwi composited onto live action plate. Branch timing and position altered to match kiwi peck.

CG multi-channel Kiwi.



Kiwi composited onto live action plate. Marker removal.

Another CG multi-channel Kiwi....yup, these became very popular.



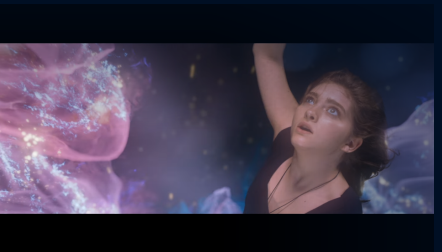
3D composited into 3D stabilised live action drone plate. Sky background added as well as atmos, spray, additional ship details and aging, 2D waves and beach topography changes & cleanup.

CG multi-channel ship and containers.



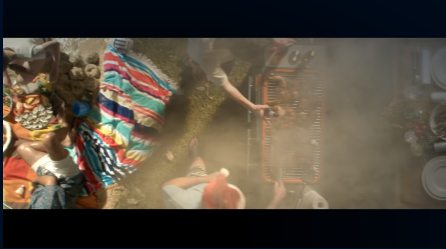
CG multi-channel murmuration composited into live action plate. Sky replacement and lens effects added.

3D murmuration.

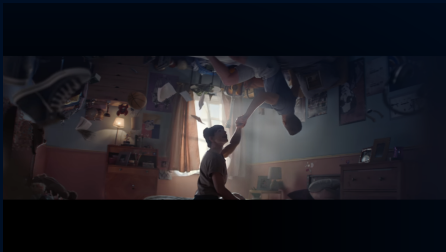


Stereo green screen actor composited into stereo scene. Screen cleanup and marker removal as well as floating particles and lighting effects on actress.

Houdini multi-channel stereo nebula.... we weren't supposed to use that word.

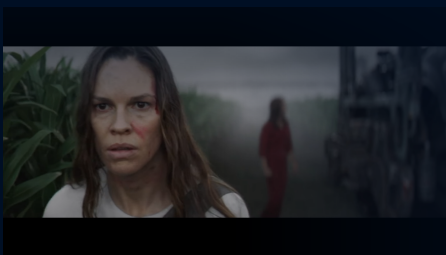


Multiple live action scenes stitched together with time lapse effect added to last plate and additional 2D atmos added over BBQ. Cleanup and marker removal.



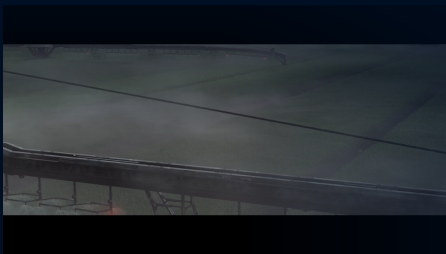
Split screen of female and male plates. Composited falling live action elements in the background and the CG floating elements. Added volumetric lighting from the window and removed rigging.

CG floating elements.



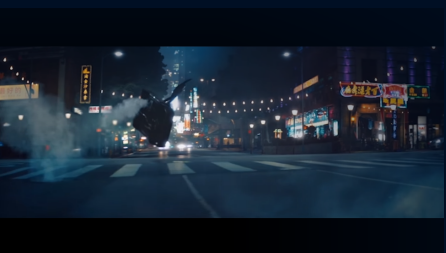
This was a picked up shot. Majority of the actor roto. Composited two actors with combination of roto and blue screen and other keying.

CG multi-channel corn, background and irrigator wheel assembly and mist.



Composited live action actors and all 3D elements. 2D lightning, traveling cloud shadow, and various 3D render error fixes.

Houdini atmos and water. 3D corn, irrigators, Drones, Terra-formers, Solar arrays. Matte painting background mountains and sky.



Live action car crashing in a parking lot rotoed and composited into a street built in a Nuke 3D scene with atmos & smoke added and lighting effects. Actor and glass added flying out of the window.

THIS SHOT CONTINUES IN 2 SHOTS TIME so is excluded from the breakdown.

Matte paintings for shop fronts and signage.



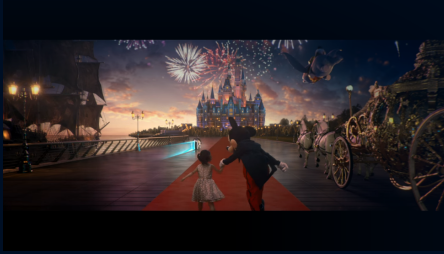
Green screen crowd elements and historical footage of players composited into a stadium and pitch built in a Nuke 3D scene.

70's old film look applied and camera flashes.



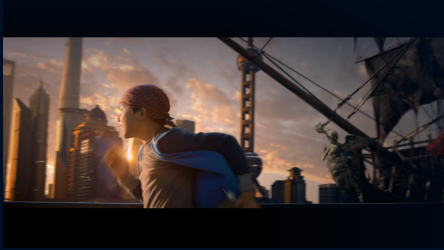
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Green screen Actors (Mickey, girl & coach crew) and carpet integrated into CG matte painting scene.

3D multi-channel vehicles, street floor, castle, water and fireworks. Sky matte painting.



Green screen actors placed into foreground and ship. Sky replacement behind still frame city plate. Composited ship.

CG multi-channel ship.



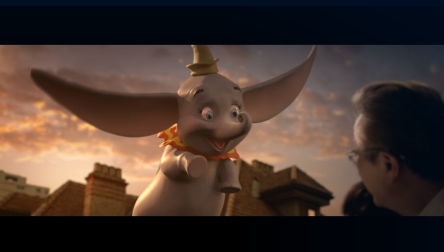
Green screen actors and rail placed into foreground. Sky replacement behind still frame city plate. Composited ship and splash.

CG multi-channel ship. Houdini water splash.



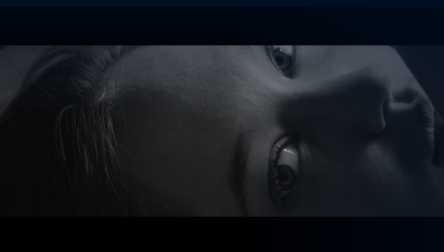
Green screen actors and practical foreground ship composited over still frame city plate and replacement.

CG multi-channel background ship and some FG rigging.

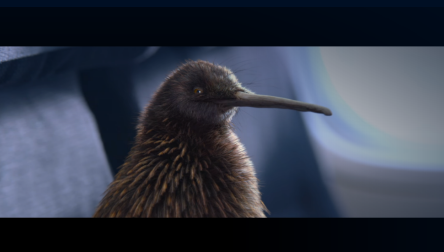


Green screen father and son composited over street mid ground, Dumbo elements and sky replacement added in.

CG multi-channel Dumbo.



Beautifcation.



Kiwi composited onto live action plate.

CG multi-channel Kiwi.