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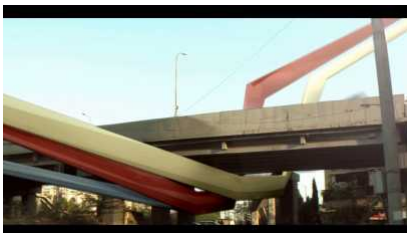
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Shot Descriptions



HD Times Square (Cg theatre replacement)

This shot involved a cg set extension of a theatre. Lots of references of similar kind of theatres. The building was modeled in 3ds Max and rendered with Vray. 8 passes were used in the composite. All the passes were then composited in Nuke. Movie trailers were used and projected on the side banners. The shot was then finally tracked with PF Track.



Straight Lines (A retro 5 sec project)

This was done for a site competition. Shot with Panasonic HDC-HS9. All 3d stuff done in 3ds Max and lastly comped in Fusion and some color effects from After Effects.



Bridge (Cg set extension)

This involved massive roto hours. Then a cg bridge was modeled in Maya and rendered with Mental Ray^R. Photographs of cityscapes were used and then projected on cards. Additional lense flare and color effects were later added in AE.



Fail (5 sec projects)

This involved a throughout camera projection. Then the camera move was done. Used RayFire for the simulations. All composited in Nuke.



Car Integration

This was a test shot done for an upcoming project. The car was rendered with using Mental Ray car paint shader and later composited using Nuke.