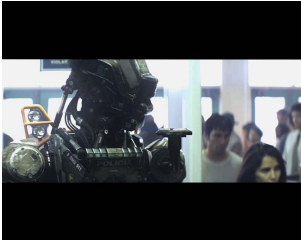
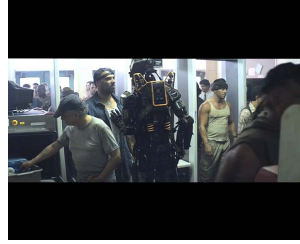


Steve Hawken

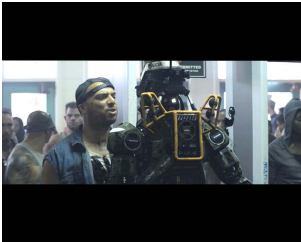
2013 Compositing showreel breakdown



Shot 1
Elysium
Removal of droid actor.
Integration of CG droid.



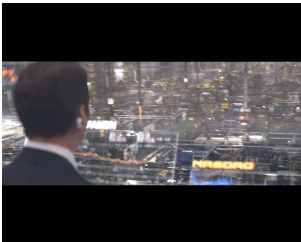
Shot 2
Elysium
Removal of droid actor.
Integration of CG droid.
Droid hand interaction on actor's chest.



Shot 3
Elysium
Removal of droid actor.
Integration of CG droid.
Droid hand interaction on actor's chest.



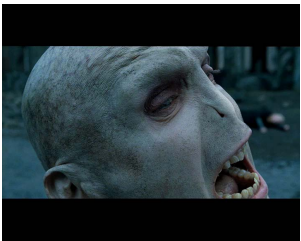
Shot 4
Elysium
Removal of droid actors.
Integration of CG droids and shuttle landing gear.



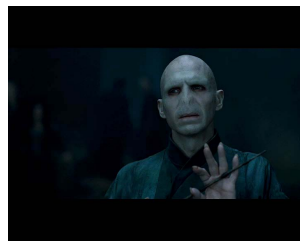
Shot 5
Elysium
Greenscreen.
Integration of matte painting and window graphics.



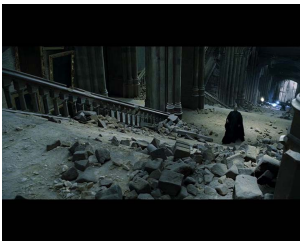
Shot 6
Elysium
Day for dusk.
Integration of matte painting.



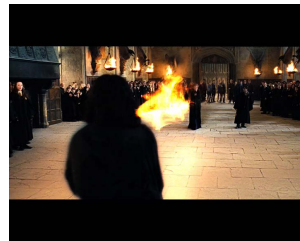
Shot 7
Harry Potter and the Deathly Hallows
Removal of actor's nose, front teeth and head tracking markers.
Integration of CG nose.
Screen right eye rebuild.
Creation of extra skin textures.



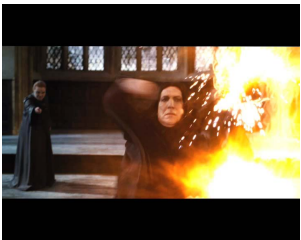
Shot 8
Harry Potter and the Deathly Hallows
Removal of actor's nose and head tracking markers.
Integration of CG nose.



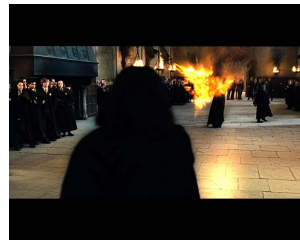
Shot 9
Harry Potter and the Deathly Hallows
CG set extension with fighters.
Creation of background wand effects.
Integration of CG nose.



Shot 10
Harry Potter and the Deathly Hallows
Development of 'look and feel' of flame spell.
Creation of lighting effects.



Shot 11
Harry Potter and the Deathly Hallows
Development of 'look and feel' of flame spell.
Creation of lighting effects.



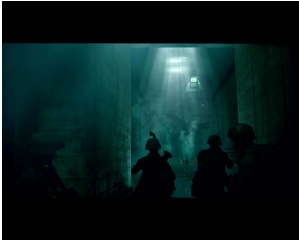
Shot 12
Harry Potter and the Deathly Hallows
Development of 'look and feel' of flame spell.
Creation of lighting effects.



Shot 13
World Invasion: Battle LA
Integration of CG hovercraft and 2d elements.
Integration of matte painted background.
Roto of foreground soldier.



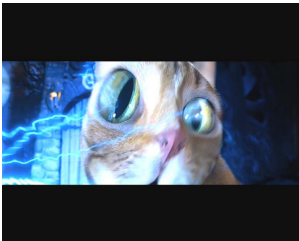
Shot 14
World Invasion: Battle LA
Integration of CG antenna, missile and ground elements.
Integration of 2d elements and matte painted background.



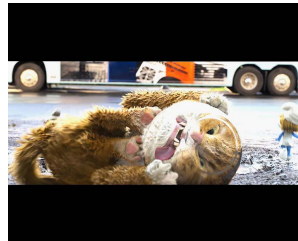
Shot 15
World Invasion: Battle LA
CG set extension.
Integration of 2d elements (rising steam).
Creation of atmospheric.



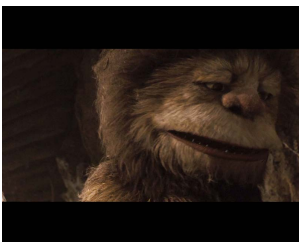
Shot 16
Smurfs 2
Integration of CG Smurfette.
Set extended forward to include more road. Added extra traffic.



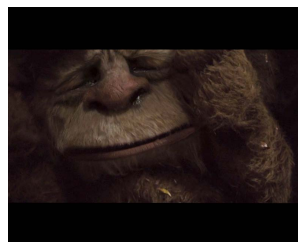
Shot 17
Smurfs 2
Integration of CG cat and wand effects.
Lighting effects on background.



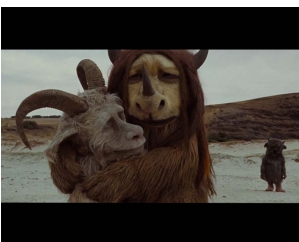
Shot 18
Smurfs 2
Integration of CG cat, water and Smurfs.



Shot 19
Where The Wild Things Are
Clean up of original face.
Integration of CG eyes and mouth.



Shot 20
Where The Wild Things Are
Clean up of original face.
Integration of CG eyes and mouth.
Creation of tears effect.



Shot 21
Where The Wild Things Are
Clean up of original faces and areas of interaction.
Integration of CG eyes and mouths.