

## SHOT BREAKDOWN

The following page states my role in the creation of each shot shown on my 2009 demo reel. Used programmes and the precise timecode are provided as additional information. Private projects are marked with a "P".

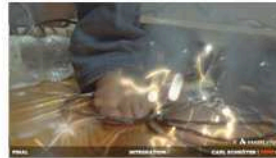
1. P



[0:00,00 - 0:04,11]

- > layout, animation, comp
- > Fusion

9.



[0:14,03 - 0:17,14]

- > layout, roto, integration (partly)
- > Fusion

2. P



[0:06,04 - 0:08,13]

- > modelling, rendering, tracking, comp
- > Maya, Nuke

10.



[0:17,14 - 0:22,06]

- > roto
- > Fusion

3.



[0:08,13 - 0:09,09]

- > tracking, color correction, comp
- > Fusion

11.



[0:22,06 - 0:26,13]

- > extensive roto, color correction (partly)
- > Fusion

4.



[0:09,09 - 0:10,01]

- > roto, key (partly)
- > Fusion

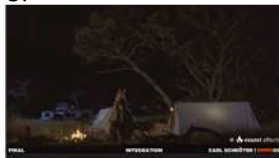
12.



[0:26,13 - 0:30,24]

- > extensive roto, key (partly)
- > Fusion

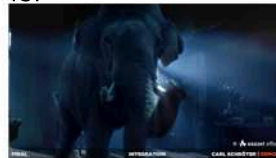
5.



[0:10,01 - 0:10,12]

- > roto
- > Fusion

13.



[0:30,24 - 0:36,20]

- > tracking, roto, color correction, comp
- > Fusion

6.



[0:10,12 - 0:10,24]

- > tracking, key
- > Fusion

14. P



[0:36,20 - 0:38,05]

- > roto
- > Nuke

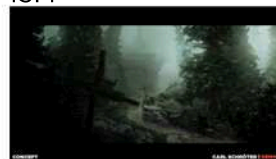
7.



[0:10,24 - 0:11,24]

- > wire-removal, roto
- > Fusion

15. P



[0:39,21 - 0:43,20]

- > layout, painting
- > Photoshop

8.



[0:10,24 - 0:14,03]

- > roto
- > Fusion

16. P



[0:43,24 - 0:47,17]

- > layout, particle, rendering, comp
- > Fusion