DEMO REEL BREAKDOWN

In order as shown on both the Combo and Visual Effects Reel

Matte Painting:
- Original Stock Footage of New York City Park provided by Seneca College
- Raw Photographs from Google and MorgueFiles.com
- Clean Slate created in PhotoShop
- Raw Photographs composited and Color Corrected in Photoshop
- CG F-18 Jets (*not modeled by me*) Animated in Maya and Color Corrected in Digital Fusion
- CG Smoke + Explosion rendered in Maya and composited in Digital Fusion
- Stock Smoke footage provided by Seneca College composited in Digital Fusion
- CG Rain and rain splats created in Maya and composited in Digital Fusion
- Fog/ Haze created in Digital Fusion
- Stock Cloud Footage provided by Seneca College, Composited and Color Corrected in Digital Fusion
- Tracked Original Footage in Digital Fusion and used it as a reference for the matte painting movement

Looking Through Hi-Tech Binoculars/ Look Up Display:
- DV Footage I shot in Brampton, ON Canada and Color Corrected in Digital Fusion
- Tile Effect Modeled and Animated in Maya and Composited in Digital Fusion
- Displacement was done in Digital Fusion using the Tiles as inputs
- CG Satellite Modeled in Maya, Color Corrected and Tracked into original footage in Digital Fusion
- Other Interface features created in Adobe After Effects
- Motion of Interface was done in Adobe After Effects

Shield Effect:
- DV Stock Blue Screen Footage provided by Seneca College Color Corrected in Digital Fusion
- Blue Screen Removal using Digital Fusion
- Shield is composed of Particles that I created and Animated in Maya and Color Corrected in Digital Fusion
- Warp Effect Created in Digital Fusion using the Particles as inputs
- Background is a Raw Image found on google and Color Corrected in Digital Fusion
- Clouds were replaced with stock footage sky that was Color Corrected in Digital Fusion
- Camera Shake was done in Digital Fusion
- Each element was put together using Digital Fusion's new 3D space

Watch:
- Stock Footage provided by Seneca College
- Graphic Provided by Seneca College Color Corrected and Tracked in Combustion
- Dots were Painted out in Combustion
- Noise Filter used in Combustion
- Text done in Combustion
- Final Color Correction and Light Effects done in Combustion

Safe Fall:
- DV Footage I shot in Brampton and Color Corrected in Digital Fusion
- CG Safe modeled and animated by me in Maya and Color Corrected in Digital Fusion
- Floor Break painted in PhotoShop and composited in Digital Fusion
- Stock Smoke and Debris Footage provided by Seneca College and Color Corrected in Digital Fusion
- Stock Snow Footage provided by Seneca College and Color Corrected in Digital Fusion
- Snow Particles Created, Animated, and Color Corrected in Digital Fusion
- Final Camera Shake done in Digital Fusion

Helicopter:
- This shot is composed of individual layers: Helicopter Left
                                            Helicopter Right
                                            Helicopter Light Beam Left
                                            Helicopter Light Beam Right

DEMO REEL BREAKDOWN

In order as shown on both the Combo and Visual Effects Reel

Helicopter Lens flare Left
Helicopter Lens flare Right
Background of Ship
- Each Element was provided by Seneca College
- Composited and Color Corrected in Digital Fusion
- Raw Photo Cloud from google Color Corrected and Composited in Digital Fusion
- Final Camera Move done in Combustion
- Stock Snow Footage provided by Seneca College Color Corrected and composited in Combustion
- Moon created in Digital Fusion

2D Day for Night:
- High Quality Raw Photo from google
- Photo treatment done in PhotoShop
- Simple Camera Move done in Adobe Premiere

RotoScope:
- Stock Video Footage provided by Seneca College
- Rotoscoped using Digital Fusion

DEMO REEL BREAKDOWN

In order as shown on Everyones Hero Reel

SHOT 1:
- Added Background Light Effect
- Took out Screwie's (Baseball Character) shadow from on top of baggages
- Added Screwie's Eye Specs
- Added Motion Blur Using custom tools
- Tweaked Motion Blur Layer
- Defocused FG Luggage
- Defocused BG using the Z-Depth
- Colour Corrected Stair Hand Rails
- Colour Corrected Yankee's (Main Character) Skin Tones and Highlights
- Colour Corrected Characters coming down stairs

SHOT 2:
- Added CG Smoke Effect and Colour Corrected it
- Added BG and Defocused it
- Defocused BG Characters and Colour Corrected them
- Added Motion Blur using custom tools
- Fixed Characters' Shadow
- Paint Fixed cloth penetrations on some characters
- Colour Corrected the trains
- Added Reflections on train windows
- Colour Corrected Conductor's Skin Tones and Highlights
- Colour Corrected Conductor's glasses
- Colour Corrected Boy Scouts

SHOT 3:
- Added CG Dust and Colour Corrected it
- Corrected Z-Depth for CG Dust
- Added BG and fixed BG building parallax
- Added Motion Blur to all characters + camera movement using custom tools
- Fixed Motion Blur layer on grass
- Defocused BG grass, stadium, audience and BG building
- Colour corrected stadium and its audience
- Colour corrected each individual characters (baseball players and Yankee)
- Paint Fix on cloth of BG baseball player

SHOT 4:
- Colour Corrected each individual character
- Paint Fixed each individual characters' cloth penetrations
- Added Motion Blur to each character using custom tools
- Fixed Motion Blur layers for some of the characters
- Added power coard for radio
- Colour Corrected BG side building
- Defocused BG Side Building

SHOT 5:
- Colour Corrected Stadium and Audience
- Colour Corrected ground plates
- Colour Corrected each FG character
- Added grass
- Defocused stadium and audience
- Animated defocus on audience
- Paint Fixed cloth penetration of FG catcher