

## SHOT BREAKDOWN

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#### Shot #1

*Compositing / Stabilizing / 2D Particle System / Grain*

The main objective of this project was to pull the bluescreen and replace the background with a city horizon. Several keys were used to complete it. Particle system fireworks were added to enhance the mood of the shot. The original footage was also stabilized. The ocean in the city's photograph was replaced with a CG ocean.

**Software used:** Eyeon Fusion / Autodesk Maya



#### Shot #2

*Compositing / Roto / 3D tracking / 3D Modeling-Lighting*

The source footage was 3D tracked to insert some CG elements which were modeled and lit according to the footage. The sky in the shot was replaced. The car was roto-scoped over the CG scene to be integrated back into the shot.

**Software used:** Apple Shake / Autodesk Maya / 2D3 Boujou

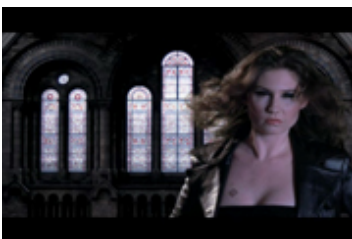


#### Shot #3

*CG Compositing / 3D Particles*

All the ship's CG passes were comped together and then a composition of the background was added. 2D Sunlight was added by hand in the compositing application. 3D particles were created to give the scene some depth and parallax along with the camera movement.

**Software used:** Apple Shake / Autodesk Maya



#### Shot #4

*Compositing / Roto / Tattoo Insertion / 2D Tracking / Grain*

Greenscreen was pulled from this shot, which had flowing hair, maintaining all of its detail. Several keys were needed to complete this key at this level of detail. The eyes were roto-scoped to achieve the black eyes effect. The tattoo was 2D tracked and comped into the subject in a way that it looks seamless and natural.

**Software used:** Eyeon Fusion



### Shot #5

*Compositing / 2D Tracking / 2D Particle System*

The shot was 2D track to achieve a "sign replacement". A 2D particle system was used to generate the falling snow in the scene.

**Software used:** Eyeon Fusion



### Shot #6

*Compositing / CG Trees*

All CG passes for the explosion were composited into the background image; major color correction was required. The CG trees were created and placed to match the shot's perspective; they were then animated to make more apparent the magnitude of the shockwave and to make the shot more dynamic.

**Software used:** Apple Shake / Eyeon Fusion / Autodesk Maya



### Shot #7

*Compositing / Roto / Eye Replacement / Paint / Grain*

This shot was recorded backwards; basically the person was removing the needle from the prosthetic eye. It was then reversed and sped up to achieve the desired effect. The prosthetic eye which was closed needed to be removed and exchanged with one in a clean plate and then comped over the original footage. Both the hand and head of the paramedic were roto-scoped to give them a different motion and to be removed faster from the shot. Using paint the needle was added to the shot.

**Software used:** Eyeon Fusion



### Shot #8

*Compositing / Roto / Person Removal / 2D Tracking*

The person who was walking behind the dog needed to be removed from the shot. A clean plate was created from different frames where the person was not present. After the clean plate was created it was 2D tracked into the shot to match the camera's movement. The dog had to be roto-scoped to be comped over the generated clean plate.

**Software used:** Apple Shake