

# Simon Dye Digital Artist Demo Reel 07 Breakdown

**"Paradise Road"** Village Roadshow Productions.

Composited in Discreet Flame at 'Photon vfx' Australia.



**01: Wide Harbour.** Addition of Clock tower miniature. BG searchlights, Smoke, tracer fire from ground, 3D flakbursts in sky, sky and distant city, 3D planes in sky. Full composite by me.



**02: CLU Clock tower.** Addition of Clock tower miniature with Pyro. BG smoke, tracer fire from ground and sky. Full composite by me.



**03: Planes in sky.** Addition of practical and 3d flak bursts. 3d bomb. Full composite by me.



**04: Wider boat in bomb splashes.** Addition of planes and flak bursts. Additional splash elements added. Full composite by me.



**05: CLU machinegun.** Addition of bullet muzzle-flash, smoke and shells. Full composite by me.



**07: Behind pilot.** Addition of flak bursts, smoke and tracer fire, interactive shadow light. Full composite by me.



**06: Pilot in cockpit.** Addition of flak bursts, interactive light and reflection. Full composite by me.



**08: Plane explodes.** Addition of flak smoke BG. Complete explosion of plane built from plane flyover and pyro elements. Full composite by me.



**09: Plane water crash.** Addition of falling plane and wing with smoke, fire and splash elements. Full composite by me.



**10: Plane drops bomb.** Addition of BG plane and flak with FG 3D bomb. Full composite by me.

**"Superman Returns"** Warner Bros. Pictures

Composited in Apple Shake at photon vfx



**11: Shuttle cockpit.** Greenscreen window composite with helmet reflection repair. Full composite by me.



**12: Shuttle cockpit.** Greenscreen window composite with helmet reflection repair.  
Full composite by me.



**13: Superman Hero shot.** Composite of 3d supersuit over white t-shirt.  
Full composite by me.



**14 : Shuttle cockpit.** Greenscreen window composite with helmet reflection repair.  
Full composite by me.



**15: Shuttle cockpit.** Greenscreen window composite with helmet reflection repair.  
Full composite by me.



**16: Weightless plane.** Rig and wire removal.



**17: Lois in Weightless plane CLU.** Rig and wire removal.



**18: Lois in Weightless plane.** Rig and wire removal.



**19: Lois in Weightless plane.** Rig and wire removal.



**20: Thrown around plane.** Rig and wire removal. Hand painted.  
Full composite by me.



**21. Thrown around plane.** Rig and wire removal. Hand painted.  
Full composite by me.

## "Final Fantasy : The spirits within" Columbia Pictures/Square Pictures

All composites of supplied 3D element layers. Composited using Avid Illusion at 'photon vfx' Australia.



**22: Wide Zeus Cannon.** Multi layer ship and starfield composite.  
Full composite by me.



**23: Zeus cannon hologram.** Multilayer composites of background, council, holograms and screens characters.  
Full composite by me.



**24: The Council.** Multilayer composites of background, council, and hologram screens.  
Full composite by me.



**25: Sid stands.** Composite of character layers adding interactive light.  
Full composite by me.



**26: Aki talks to Sid.** Composite of character layers adding interactive light.  
Full composite by me.



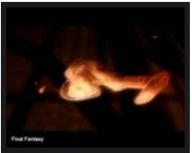
**27: The Gang run.** Multilayer composites of background, characters, windows and lighting.  
Full composite by me.



**28: Zeus blast to Earth.** Multilayer composites of Earth with overlaid 3D laser and particle passes.  
Full composite by me.



**29: The Gang run.** Multilayer composites of background, characters, windows and lighting.  
Full composite by me.



**30: The Alien Spirits rise up.** Multilayer composites of background, characters, windows and lighting with RGB split composites of spirit layers.  
Full composite by me.



**31: The Gang look.** Multilayer composites of background, characters, windows and lighting.  
Full composite by me.



**32: Aki and Grey run off.** Multilayer composites of background, characters, windows and lighting with RGB split composites of spirit layers.  
Full composite by me.



**33: Aki backs into lift.** Multilayer composites of background, characters, windows and lighting with RGB split composites of spirit layers.  
Full composite by me.



**34: Grey grabs Aki.** Multilayer composites of background, characters, windows and lighting with RGB split composites of spirit layers.  
Full composite by me.



**35: Lift leaves Alien.** Composite BG lift with interactive lighting. R,G,B split alien spirit.  
Full composite by me.

**"The Lord of the Rings : The return of the King"** Columbia Pictures/Square Pictures  
Composited using Shake at 'Weta Digital' New Zealand



**36: Dead tree Pipins' POV.** Composite of miniature greenscreen tree with miniature building elements over supplied mattepainting BG.  
Full composite by me.



**37: Witchking has landed.** Full composite of 2D background, 3D Fell beast and greenscreen witchking on rig.  
Full composite by me.



**38: Gandalf fights Orcs 1.** Bluescreen Gandalf / soldier element composited over BG sky, miniature siege towers, arrows and catapult rocks. Addition of 3D Gandalf staff.  
Full composite by me.



**39: Firing an arrow back.** Full composite of background, Mummakil, rows of bluescreen riders and smoke/dust.  
Full composite by me.



**40: Gandalf fights Orcs 2.** Bluescreen Gandalf / soldier element composited over BG sky, miniature siege towers, arrows and catapult rocks. Addition of 3D Gandalf staff.  
Full composite by me.



**41: Rider hit by arrow.** Bluescreen/greenscreen/sky riders added over 3D supplied Mummakil and sky. Addition of 3D arrow with dust and smoke layers.  
Full composite by me.



**42: Gandalf fights Orcs 3.** Bluescreen Gandalf / soldier element composited over BG sky, miniature siege towers, arrows and catapult rocks. Addition of 3D Gandalf staff.  
Full composite by me.



**43: Witch King distracted.** Composite of greenscreen Witch King over tracked supplied mattepainting BG. Roto of mask holes to fill with black.  
Full composite by me.



**44: Tree burns Pippins nightmare.** Composite of greenscreen miniature tree over miniature buildings and mattepainting BG. Addition of all fire, smoke, interactive light.  
Full composite by me.

**"Harry Potter : The Prisoner of Azkaban"** USA Poster title.  
Composited using Shake at 'The moving Picture Company', London.



**45: Ron chases Scabbers.** Composite of bluescreen Ron and grass hill FG over composited BG 3d mountains and forest layers. Addition of 3D whomping willow layers, left side 3D trees and shadows.  
Full composite by me.



**46: Whomping willow attacks Harry.** Composite of bluescreen character and grass layer over composited BG mountains and trees with supplied 3D Willow branch, leaves, dirt and shadow.  
Full composite by me.



**47: Dog drags Ron.** Full composite of Ron, BG and tree by me. Comp prep for dog comper.



**48: Hermione rides Whomping willow.** Composite of greenscreen character with supplied 3D Willow branch, smaller branch layers and leaves. Composite by me. Not final composite.



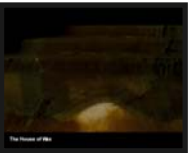
**49: Hermione carries Harry.** Composite of greenscreen Hermione and Harry with addition of 3D willow branch and leaves over composited BG mountain and tree layers. Full composite by me.

## “The House of Wax” USA: cable TV title

Composited using Discreet Flame at ‘photon vfx’ Australia.



**50: Paris gets poled.** Warping of skin around pole wound. Tracking and animating of blood elements. Final composite by me.



**51: Melting stairs.** Addition of fire, dripping and falling wax, smoke and wax reflection layers. Full composite by me.



**52: Window fire.** Addition of all fire, smoke, heat haze and interactive light. Full composite by me.



**53: Melting man.** Falling face piece, melting eyes, hair and fire with added interactive lighting selected and composited from multiple takes. Fire and light added to background. Full composite by me.



**54: Screen melts.** Paint removal of screen, screen warped with added dripping wax and falling hand animated chunk tracked and added back to cleaned plate. Full composite by me.



**55: Melting man.** Composite of background fire and light with merged sections of multiple model takes with fire. Full composite by me.



**56: Outside burning house.** Composite of bluescreen FG actors over BG built from separate bush, smoke, fire, melting and falling wax elements. Rack focus and camera move added in comp. Full composite by me.

## “Happy Feet” Warner Bros.

Composited using Digital Fusion at ‘Animal Logic’ Australia.



**57: Mumble calls to spectators.** Composite of multiple 3d animated layers of mumble character, window and reflections, live action pre-keyed layers.



**58 : Mumble talks to his imagination.** Composite of multiple 3d animated layers of mumble character, background penguins and fish over enclosure composited.



**59 : Mumble looks to the camera.** Composite of multiple 3d animated layers of mumble character over enclosure with snow.



**60: Mumble starts tappin' as girl watches.** Composite of multiple 3d animated layers of mumble character, window and reflections, live action pre-keyed layers.



**61: Mumble tappin'.** Composite of multiple 3d animated layers of mumble character, background penguins and enclosure.



**62: Mumbles performance.** Composite of multiple 3d animated layers of mumble character, background penguins and enclosure. Background enclosure composite only by me.



**63: Pull-out from sea-world.** Composite of multiple passes of 2d animated stills tracked and merged with 3d camera moves. Music timed stars animation. Full composite by me.