

Simon Dye Digital Artist Demo Reel 09 Breakdown

"Pirates of the Caribbean ~ At worlds End" Village Roadshow Productions.

Composited in Apple Shake at 'Industrial Light & Magic' San Francisco.



01: Jack Sparrow on yardarm.

Composite of half bluescreen Jack Sparrow layer over 2d tracked and assembled background sky layers. Part rotoscope of rigging and Jack elements.

Full composite by me.



02: Davy Jones.

Composite of supplied 3D Davy Jones layers. Rotoscope of foreground elements.

Full composite by me.



03: Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Full composite by me.



04: Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Rotoscope of foreground elements.

Full composite by me.



05: Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Rotoscope of foreground elements.

Full composite by me.



06: Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Full composite by me.



07: Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Rotoscope of foreground elements.

Full composite by me.



08: Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Rotoscope of foreground elements.

Full composite by me.



09: Will Scarlett talks to Davy Jones.

Composite of supplied multiple pass 3D Davy Jones layers.

Full composite by me.



10: Barbosa, Jack Sparrow & crew.

Bluescreen extraction and composite over supplied digimatte background.

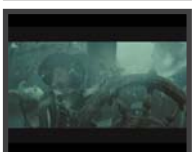
Full composite by me.



11: Elizabeth on deck.

Bluescreen extraction and composite over supplied digimatte background.

Full composite by me.



12: Barbosa wheel hit.

Bluescreen extraction and composite over supplied digimatte background. Composite addition of exploding handle element.

Full composite by me.



13: Elizabeth on deck.

Bluescreen extraction and composite over supplied digimatte background.

Full composite by me.

"Harry Potter : The Prisoner of Azkaban" USA Poster title.

Composited using Shake at 'The moving Picture Company', London.



14: 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.



15 : Sirius drags Ron.

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.



16: Sirius drags Ron.

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.



17: Whomp at Harry & Hermoine. Composite of bluescreen H & H with grass hill FG over composited BG 3d mountains and forest layers. Addition of 3D whomping willow layers, side 3D trees, rocks and shadows.

Full composite by me.



18: Sirius drags Ron under willow.

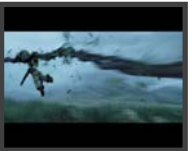
Composite of bluescreen Ron and grass hill FG over composited BG 3d mountains and forest layers. Addition of 3D whomping willow layers, left side 3D trees and shadows.



19: Hermoine riding willow branch.

Rig and wire removal. Composite of bluescreen Hermoine over BG 3d mountains and forest layers. Addition of multiple 3D whomping willow layers.

Full composite by me.



20: Hermoine carries Harry.

Rig and wire removal. Composite of bluescreen Hermoine over BG 3d mountains and forest layers. Addition of multiple 3D whomping willow layers.

Full composite by me.

"Australia" Columbia Pictures/Square Pictures

Composited using Apple Shake at 'Postmodern' Australia.



21: Choir at the mission.

Background replacement.

Full composite by me.



22: Japanese hit. Background part replacement and retouch repair. Plane removal, addition and replacement. Fireball addition and intergration.

Full composite by me.



23: Magari falls shot.

Background part replacement and retouch repair. Multilayer composites of background supplied palm mountain elements. Background mountain addition and intergration.

"The House of Wax" USA: cable TV title
Composited using Apple Shake at 'photon vfx' Australia.



24: Window fire.

Addition of all fire, smoke, heat haze and interactive light.

Full composite by me.



25: Screen melts.

Paint removal of screen. Addition of warped screen element with added dripping wax and falling chunk tracked and added back to cleaned plate.

Full composite by me.



26: 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.



27: Backing away. Multilayer composit addition of running, dripping, falling wax and environment smoke.

Full composite by me.



28: Paris gets poled.

Warping of skin around pole wound. Tracking and animating of blood elements.

Final composite by me.



29: Outside burning house. Composite of bluescreen FG actors over BG built from multiple separate house, bush, smoke, fire, melting and falling wax elements. Rack focus and camera move added in comp.

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



30: Dead tree Pipins' POV.

Composite of miniature greenscreen tree with miniature building elements over supplied mattepainting BG.

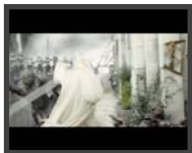
Full composite by me.



31: Firing an arrow back.

Full composite of background, Mummakil, rows of bluescreen riders and smoke/dust.

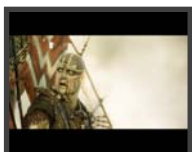
Full composite by me.



32: 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.



33: Mummakil rider.

Multilayer composites of background smoke elements for bluescreen rider layer.

Full composite by me.



34: 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.



35: 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.



36: 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.



37: Witchking has landed.

Full composite of bluescreen witch king element over supplied 2D background.

Full composite by me.



38: Tree burns Pippins nightmare.

Composite of greenscreen miniature tree over miniature buildings and mattepainting BG. Addition of all fire, smoke, interactive light.

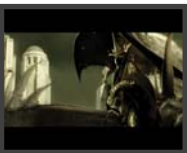
Full composite by me.



39: Gandalf fights Orcs 4.

Bluescreen Gandalf / soldier element composited over BG sky, miniature siege towers, arrows and catapult rocks. Addition of 3D Gandalf staff.

Full composite by me.



40: Witchking has landed.

Full composite of 2D background, 3D Fell beast and greenscreen witchking on rig.

Full composite by me.



41: Gandalf fights Orcs 5.

Bluescreen Gandalf / soldier element composited over BG sky, miniature siege towers, arrows and catapult rocks. Addition of 3D Gandalf staff.

Full composite by me.



42: Firing an arrow back 2. Full composite of background, Mummakil, rows of bluescreen riders and smoke/dust.

Full composite by me.

“Happy Feet” Warner Bros.

Composited using Digital Fusion at ‘Animal Logic’ Australia.



43: Reverse 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.



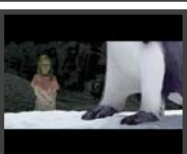
44: Mumble calls to spectators.

Composite of multiple 3d animated layers of mumble character, window and reflections, live action pre-keyed layers.



45: Mumble talks to his imagination.

Composite of multiple 3d animated layers of mumble character, background penguins and fish over enclosure composited.



46: Mumble starts tappin’ as girl watches.

Composite of multiple 3d animated layers of mumble character, window and reflections, live action pre-keyed layers.



47: Mumble looks to the camera.

Composite of multiple 3d animated layers of mumble character over enclosure with snow.

Full composite by me.



48: Mumble tappin'.

Composite of multiple 3d animated layers of mumble character, background penguins and enclosure.

Full composite by me.



49: Mumbles performance.

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



50: 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.