

3 min Reel - Shot Breakdown - Randy Vellacott

1. Superman Returns - First appearance of Clark Kent.

Stabilize Footage by hand - dolly was quite bumpy - cut in movie considerably longer

2. Superman Returns - Cracking floor.

Designed look of cracking. Cracking concrete modeled and rendered in 3D.

3D couldn't match move so I stabilized 3 plates from the pan and had them render them with locked off camera. I then used the stabilize data to match move the 3D back to the original plate. As the lighting was extremely variable the 3d was rendered at one level and color corrected in comp.

3. Superman Returns - Monitor

Green screen insert in monitor. Stabilize and enhance stock video footage add 3D Superman track to monitor.

4. Superman Returns - German News report

Track window cleaning rig to tower. Track and retime falling stuntmen add 3D Superman Track Stuntmen to 3D Superman Add animated titles Add camera moves and lens zooms and refocus.

5. Superman Returns - Monitor

Green screen insert - match camera rack focus - add lod pattern to insert.

6. Superman Returns - Lex Luther - orig plate - with wig

7. Superman Returns - Int. aircraft

Rig removal - Add 3D objects - Phone & keys

8. Superman Returns - Lex Luther bald

Paint new BG plate to fill in area taken up by hair.

Paint FG plate to fix chair/hair edge.

Color match and generally massage match moved 3D of bald skull to orig plate.

Roto original ear back in as 3D ear not so good, paying careful attention to shadow and ear edge.

Was shot of the day at approval screenings.

9. Superman Returns - Map coming down

Remove title "New Krypton" from map. Make patch - track to board

10. Superman Returns - Map Lex waving

Remove title "New Krypton" from map behind waving fingers. Make patch track.

There were about 10-12 shots in scene requiring fix.

11. Superman Returns - Mother

Several artists worked on this shot including myself. Last minute editing removed step father from movie. As a solution to an expensive and improbable reshoot (given the time restraints), I suggested a camera move and zoom ... reframing the shot to lessen the involvement of the now deleted actor. His hands were on the mothers shoulders ... so these had to be patched and the area behind color corrected and defocused to help her stand out.

12. Superman Returns - Clark

Removal of Clark from a unwanted take. Rebuild BG as still. Add a new green screen take of Clark - color correct to match original plate. Add camera move matching original plate.

13. Superman Returns - Newspaper

Remove drawing pin from between eyes. Make patch for missing bit from similar photo. Track to plate.

14. Superman Returns - Lex on stairs

Reframe and stabilize awkward crane shot.

Must have been reasonable job as Mark Stetson admits close to tears on result.

15. Superman Returns - Int. aircraft - Lois floating

Addition of 3D objects

16. Superman Returns - Monitor

Treatment of insert material to resemble news footage. Color correction and grain.

Add animated titles. Add reflections and glare on screen. Track to plate.

Green screen insert. Lengthen BG plate and match zoom.

17. Final Fantasy - Run away

Composite rendered elements.

18. Final Fantasy - Run away

Composite rendered elements. Fix render artifacts on hand.

19. Final Fantasy - Doors

Composite rendered elements.

20. Final Fantasy - Walk away

Composite rendered elements.

21. Final Fantasy - Walking towards

Composite rendered elements.

22. Final Fantasy - Cargo Lift

Composite rendered elements. Patch render errors

23. Newton - Laptop

Design graphics. Animate and composite.

24. The Product - House

Matte paint house extensions and gardens - Composite - After Before After

25. Code Red - Bunker

Matte paint bunker extensions and composite. Built geometry in Bryce, After Before After

26. Final Fantasy - Big Gun

Composite CGI elements. Make ignition spark - paint.

27. Ghost Ship - Radar

Make still FG and BG plates from rack focus original. Construct radar graphics - animate. Composite elements with rack focus and slight camera pull out.

28. Ghost Ship - Walk thru

Composite green screen elements of man and women over BG plate. I match moved two models intersecting in poser to generate mattes.

29. Ghost Ship - Smug Bitch

Green screen composite - probably the best hair detail I've ever gotten with GS.

30. Ghost Ship - Tug go bang

Combination of Live action plate of Tug and Ship with plate of Miniature and Pyro.

31. Marine - Car go boom

Composite pryos over plate of car (SFX pole rig). Sky replacement and reflections in buildings.

32. Marine - Car go boom some more

Composite pryos over plate of car (SFX pole rig). Sky replacement and reflections in buildings.

33. Marine - Car go boom CU

Composite pryos over plate of car (SFX pole rig). Sky replacement and reflections in buildings.

34. Marine - Car go boom even more

Composite pryos over plate of car (SFX pole rig). Sky replacement and reflections in buildings

35. Ghost Ship

Composite model and pyro over BG plate. Add smoke and elements from live plate add lights to match live. Add camera shake.

36. Marine - Shop go boom

Composite green screen stunt man over pyro plate. Add 3D debris particles. Add shock wave distortion, shake and heat waves.

37. Marine - Flames over

Pyro over plate of actor sliding. Add shake and heat distortion.

38. Marine - Shop go boom some more

Enhance pyro. Add more pyro over shop plate. Flames clearing. Add shake and heat distortion.

39. House of Wax - Falling guy

Design shot. Composite green screen stunt man over composite plates of miniature and full size set. Add all flames. Add falling molten wax. Add smoke. Add camera move. Color correct all.

39. House of Wax - Burning head

Retimed mix of two melting heads. Add flames.

40. House of Wax - Mud wrestling

Composite live action plate over miniature. Live action was a mix of two plates. Add stunt guy downstairs. Add all flames. Add/enhance falling molten wax. Add smoke and camera move

41. House of Wax - Melting shutters

Add molten wax to walls. Distort/warp shutters melting. Add/ enhance flames behind windows. Add move.

42. House of Wax - Lets get out of here

Add wax to walls, falling debris, smoke and heat distortion.

43. House of Wax - Burning head

Retimed mix of two melting heads. Add flames

44. House of Wax - Floor melting

Mix of live action plate over miniature. Add all flames, smoke, melting wax, heat distortion and camera move.

45. House of Wax - Inferno

Mix of several miniature plates of melting wax to get best drippage. Add all flame elements, smoke and heat distortion. Made tiled BG for ease of placement of elements and added move after.

46. House of Wax - Floor - melting more

Live action plate over miniature. Add all flames, smoke, melting wax, smoke, heat distortion and move. Designed all such shots for the sequence on FLAME (for speed) annotated all element data/frame counts for transfer to SHAKE.

47. House of Wax - Ext. house melting

Art Direction? Enhancement of house melting. Add pyro, wax and smoke elements, add warpage. Shot started and finalised by Mark Nettleton.

48. Anacondas - Snake in a cave

Build enhance BG plate for big move. Add CGI snake. Add glistening to BG rocks. Add big rolling camera move. Color correct all.

49. Anacondas - Snake takes bite

FG guy retimed and made of two different takes - roto'd out of orig water plate. Add a reflection/shadow? on the water - something just to tie it back in. BG plate (reeds) constructed out of several different plates. Water and ripples constructed from several different plates- color corrected to match original. Splashes on FG water another plate mixed in. Splash droplets coming forward luma keyed over. CG snake added. Splashes around snake basically one or two splashes retimed, slipped and or flopped. Add camera move and shake.

50. Anacondas - Tiger

Tiger green screen and roto over BG plate. Add shadow.

51. Anacondas - Snake in the grass

Add CG snake to jungle plate. Use various keys to sit snake behind FG ferns. Add moving bushes and ferns (bluescreen) - Animate vines. Add camera move.

52. Anacondas - Waterfall

Matte paint BG. Stabilize and add new move on green screen boat element. Retime the water. Add waterfall mist and cloud layers add camera move. Set up the shot in Flame. Shot transferred and completed in Shake by Tom Wood/Chris Davies?

53. Anacondas - Over we go

Rig removal. Lots of safety cable. Essentially hand painted each frame - because of mist and flappy clothes.

54. See No Evil - Oh the pain!

Add camera move and various distortions and retimed bits.

55. See No Evil - Panic

Track with parallax and color time matte painting of exterior into green screen window.

56. See No Evil - Need Doctor - quick

Combine plate of external body with pre-comped interior of organ damage. Retime and motion blur footage to integrate the two and warp interior to simulate medical probe.

57. See No Evil - Panic

Track with parallax and color time matte painting of exterior into green screen window.

58/59/60/61. The Lost World - Rays

Add shit loads of edge rays, glowing hand and flares. TV!!

62. Anacondas - Burning snake

Add cg snake to BG plate. Track pyro to cg. Add rain. Animate branches on tree stump as snake hits. Color correct BG plate for interaction with flames. Add camera move.

63. Anacondas - Falling toward - snake

Add cg snake to BG plate. Color time snake. Track pyro to cg. Add rain. Color correct BG plate for interaction with flames. Add camera move.

64. Anacondas - Falling away - snake

Add cg snake to BG plate. Color time snake. Track pyro to cg. Add rain. Color correct BG plate for interaction with flames. Add camera move.

65. Ghost Ship - Look down to tug and ship

Construct ocean plate out of ... not much. Add miniature tug and ship stills. Add lights to back deck of tug. Animate tug coming along side. Add and animate searchlights. Make turbulence around tug out of plate of breaking waves over reef. Ditto for waves on starboard side of ship. Add noise to deck for rain bouncing highlights. Add several rain plates to create vignette with dramatic perspective. Add rotating camera move.

66. The Lost World - Meteor shower

Add several passes of cg to BG plate. Add camera move.

67. The Lost World - Raptor stampede

Roto FG guys. Roto and key LHS palm. Add cg raptors and dust. Add camera move.

68. Someones reel - Industrial fly over

Favour for matte painter (Shane Roberts). Color correct cg matte render. Reframe to cut out crap bits. Fix render errors. Add flames, smoke, clouds parting and camera move to simulate turbulence and fly over.

69. Future Tense - I.D.

Design of warrant. Track animated warrant to keypad thingy with a bit of parallax.

70/71. The Lost World - More meteors - sorry

Did I mention I was VFX Super for 3rd Season?

72. Attack on the Queen - Van goes bang

Remove BG and replace with NY plate - TwinTowers intact (obviously pre 911) Tricky bit was orig BG had large bridge going through the explosion.

73. Who Am I - Bang

Add pyro to BG plate of pipes.

74. Chameleon - Cityscape.

Matte painting of city. Everything above brick wall. I did a specific photo shoot for elements. Bryce for animated sign tower I think? Comp and animation by Simon Dye.

75. Newton - Close laptop

Design graphics. Animate and track to perspex lid.