

# Jed Smith

*Roto / Paint Matchmoving Compositing*

## SHOT BREAKDOWN

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### Shot 01: Starbucks Drinker Relocation



1080p HDV

- Articulate roto created in **Nuke** assisted by multiple plate stabilization points and 2D procedural motion blur.
- Plate matchmoved in **SynthEyes**, point-cloud used to model basic scene geometry in **Maya**.
- Maya FBX export of scene layout used as a guide for compositing in Nuke's 3D system. Ground is projected texture, other elements are 2D cards.
- Environment replacement elements created in **Photoshop** from multiple photographic sources.

### Shot 02: Sun Grasp Hand



1080p HDV

- Articulated roto of hand created on stabilized plate in **Nuke**.
- Composited and color matched with stabilized background element.
- Inverted stabilization of the foreground plate to match the original camera motion.

### Shot 03: Unicorn Meadow Key



4k DSLR Pixilation Animation + Photo

- Background photo cleaned up and split into sky and meadow elements in **Photoshop**.
- Elements composited in **Nuke** using Primatte for keying. Matte combined from multiple key areas, roto used for areas where different background chroma screens overlapped.
- Sky and other elements positioned using Nuke's 3D system. Sky animated using extended bicubics warping.

### Shot 04: Paper Cleanup



2.5k DSLR Stop Motion Animation

- Wire and rig removal with RotoPaint in **Nuke 6**, using spatial and temporal clone-painting to remove rig, wire, and shadows.
- Some areas patched with a static clean frame and re-grained using Furnace grain tools.

### Shot 05: Sky Graffiti Walk



480p DVX100 DV

- Plate matchmoved in **SynthEyes**. Set layout modeled in Maya from SynthEyes point cloud data.
- Metal doors on wall removed in **Photoshop** in two cleanup frames.
- Cleanup frames and graffiti elements reprojected onto scene geometry using 3D camera projection in **Nuke**.
- Sky replaced with camera projection using matte from luma key.
- Holdout matte for girl, truck, and tires created with luma key, roto, and paint techniques in Nuke.
- Reflection of metal door in water replaced by flipping the cleanup projection and compositing through a luma key, color correcting to match the original reflection.

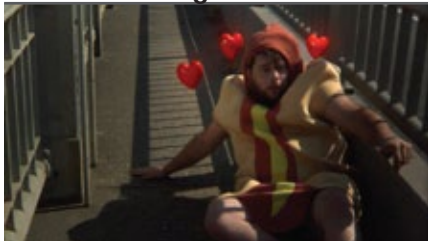
### Shot 06: Robot Face Replacement



RED 4k RAW @ 1080p

- Corner pin tracking of face using Imagineer Systems **Mocha**.
- Compositing, audio reactive face elements, and keyframed color matching in **After Effects**.
- Rotoscoping in **Nuke** and Mocha.

### Shot 07: Hotdog Hearts



720p HVX200

- Plate matchmoved in **PFTrack**.
- CG Hearts modeled, shaded, lit, and animated in **Maya** and Mental Ray.
- Reflections created with 3D projection of plate onto scene geometry in Maya.
- Compositing and rotoscoping in **Nuke**.