

SHOT LIST

September 2010

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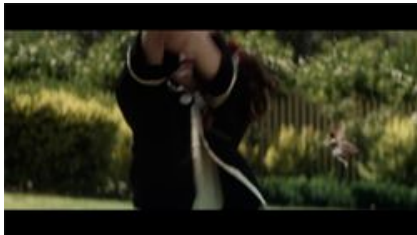
Nationality: Norwegian
Birthday: 27 May 1985



EYJAFJALLAJÖKULL

Animated a still image of the volcano Eyjafjallajökull found on flickr. Watched a tutorial on videocopilot.net and later reproduced the result in Nuke.

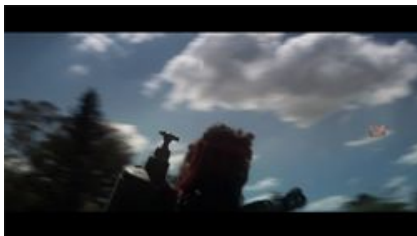
Tools NukeX 6.oV6



MOVING DAY MD-250

Animated and composited in two CG fairies. Removed scratch on the girls face and added bush flower element created and tracked by another team member.

Tools Maya 2010 NukeX 6.oV4 Photoshop CS4
mental ray



MOVING DAY MD-410

Animated and composited in one CG fairy. Removed rod, wire and a practical stand-in fairy.

Tools Maya 2010 NukeX 6.oV4 Photoshop CS4
mental ray



MOVING DAY MD-490

Animated and composited in one CG fairy. Removed scratch on the girls face and a wire attached to the glasses.

Tools Maya 2010 NukeX 6.oV4 Photoshop CS4
mental ray



MOVING DAY MD-270

Animated and composited in five CG fairies.

Tools Maya 2010 NukeX 6.oV4 Photoshop CS4
mental ray



FOREST AVE-005

Modelled and rendered environment. Composited in background elements.

Tools 3ds max 2009 NukeX 6.oV2 Photoshop CS4
mental ray

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FOREST AVE-010

Modelled and rendered environment. Compositing in background elements and foreground element using the IBK keyer. Tracked live-action footage.

<i>Tools</i>	3ds max 2009	NukeX 6.0V2	Photoshop CS4
	mental ray	PTrack 5.0	



FOREST AVE-040

Modelled and rendered environment. Compositing in background elements and foreground element using the IBK keyer. Tracked live-action footage.

<i>Tools</i>	3ds max 2009	NukeX 6.0V2	Photoshop CS4
	mental ray	PTrack 5.0	



THE DIVERSION: OFF CAMERA FIGHT

Modelled, textured, lighted and rendered environment. Created smoke and dust. Animated neon sign. Environment idea and poster drawings by other team member.

<i>Tools</i>	3ds max 9	V-Ray 1.5	FumeFX
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FETCH!

Created environment in 3D and composited in sky and atmosphere effects. Flower animation by other team member.

<i>Tools</i>	3ds max 2009	V-Ray 1.5	Nuke 5.2V3
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FETCH!

Created environment in 3D and composited in sky and atmosphere effects. Added text and animated text reveal. Flower petal animation by other team member.

<i>Tools</i>	3ds max 2009	V-Ray 1.5	Nuke 5.2V3
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FETCH!

Created environment in 3D and composited in sky, smoke trails and atmosphere effects. Ran smoke sim for missiles. Character animation and character by other team member.

<i>Tools</i>	3ds max 2009	V-Ray 1.5	Nuke 5.2V3
	FumeFX		

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FETCH!

Created environment in 3D and composited in sky, smoke trails and atmosphere effects. Ran smoke sim for missiles. Character, missile paths and character animation by other team member.

Tools 3ds max 2009 V-Ray 1.5 Nuke 5.2V3
FumeFX



FETCH!

Created environment in 3D and composited in sky, smoke trails, explosion and atmosphere effects. Ran smoke sim for missiles and explosion. Missile path animation by other team member.

Tools 3ds max 2009 V-Ray 1.5 Nuke 5.2V3
FumeFX



FETCH!

Created environment in 3D and composited in sky and atmosphere effects. Ran cloth sim and rigid body sim for tent collapse. Character animation and characters by other team members.

Tools 3ds max 2009 V-Ray 1.5 Nuke 5.2V3



FETCH!

Created environment in 3D and composited in sky, fur, fireball and atmosphere effects. Ran fireball sim. Character animation and character by other team member.

Tools 3ds max 2009 V-Ray 1.5 Nuke 5.2V3
FumeFX



FETCH!

Created environment in 3D and composited in sky, smoke, embers and atmosphere effects. Ran smoke sims. Character animation and characters by other team members.

Tools 3ds max 2009 V-Ray 1.5 Nuke 5.2V3
FumeFX



FETCH!

Created environment in 3D and composited in sky, explosion, fur and atmosphere effects. Character animation and characters by other team members.

Tools 3ds max 2009 V-Ray 1.5 Nuke 5.2V3

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GREENSPILL CINEMATIC

Modelled, textured and lighted scene. Ran rigid body and fluid sim in Realflow. Rendered shot using V-Ray and added depth of field effect and a few paint fixes in Nuke.

Tools

3ds max 9

Realflow 4.3.8

Nuke 5.1V5

V-Ray 1.5