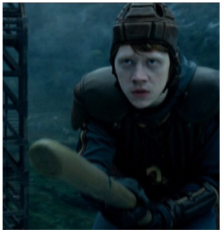


ShowReel Breakdown

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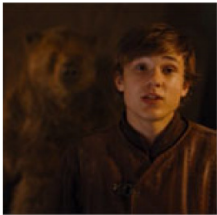
comping 3D Head replacement



comping the environment
+ greenscreen key



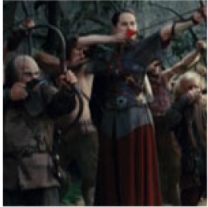
Comping Flying Dinosaur
on precomp provided
from Rhythm and Hues studios



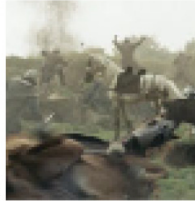
comping the 3D bear



Comping set extension + 3D
and 2D legs + cg crowd



comping 2D and 3D legs + smoke



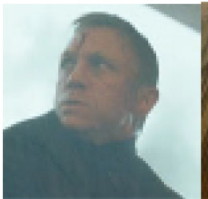
comping digital double
cg smoke + cg horses



comping digital army, digital double
+ 3 layers of cg crowd



comping cg crowd + cg
war machines + cg tree roots



In most of the bond shot I added: fire elements ,
smoke and rain

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Comping matte painting smoke fire and debris elements



Comping 3D globe elements+inserts



Adding digital crowd



All snow shots were on Blue screen , so I comped the cgBG and graded the shots



Adding different 2d crowd element



Track and comp drawing on page



Grading and Comping different elements like sky and moon to make night shot



Build up set extension



Tracking and comping mountains



Comping different elements for a stop motion animation short