



CLIFF BERRY
Compositor/ Matte Painter

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SHOT 1 MATTE PAINTING AND 3D PROJECTION

Tracked and motion smoothed camera move, using data to match back ground to plate. Removed tracking markers and keyed actors from blue screen. Created day for night matte painting for back drop. Composited elements together correcting the background to match the plate since brief claimed footage was already pre graded. Integrated the footage using light wraps, grain matching and glows.

Nuke,
Photoshop

SHOT 2 3D MULTIPASS COMPOSITE/ MATTE PAINTING

Composited 3d multipass from source plates provided by fxPHD.com. Composited ship from multiple sources (diffuse, specular, AO, grime, reflection, normal, zdepth, glow effect, and shadow passes. Designed background plate and tracked original source background using nukeX 3d tracker to replace original background plate with matte painting. Using tracking data recreated backdrop to match movement, motion blur, and lighting from original plate for more realism.

NukeX,
Photoshop

SHOT 3 OIL RIG MINIATURE

Used several different passes from a motion control miniature shoot provided by fxPHD to create final image. Passes of rig (green screen, tracking, sky lighting, effect lighting) were added and animated to carry out shot brief also composited 3d multipass elements i.e., ocean, choppers, rig legs; similar to previous shot. Tracked scene in nukeX to create accurate 3d camera for use aligning 3d explosion with proper area of rig. Animated reveal mattes and roto paint was used to create explosion interplay with photographed rig.

NukeX,
Photoshop

SHOT 4 CAR AD/ MATTE PAINTING

Using nukeX tracking data created a sky replacement for over exposed sky in original plate. Painted matte painting using several key shots from source plate to create replacement. Using 3d camera track and deformable 3d object to make backdrop that match and extended through scene to match plate. Use hand roto shape to create mask for the car to overlap the matte. Added animation to color correction to match source footage flaring and grading to match matte.

NukeX,
Photoshop

SHOT 5 BLUE SCREEN COMPOSITE/ MATTE PAINTING

Tracked and motion smoothed camera move, using data to match back ground to plate. Removed tracking markers and keyed actors from blue screen. Created day for night matte painting for back drop. Composited elements together correcting the background to match the plate since brief claimed footage was already pre graded. Integrated the footage using light wraps, grain matching and glows.

NukeX,
Photoshop

SHOT 6 WIRE REMOVAL

Created basic clean plate removal of guide wires for miniature, corrected vibration from impact that caused the miniature to be revealed.

NukeX,

SHOT 7/8

Digital Matte paintings made in photoshop using various painting techniques and photo manipulations.

Photoshop