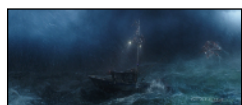# Chris Sutherland – Compositing Reel 2019

Shot Breakdown

Trench Attacks 1-3: Plate Arthur and boat deck; CG water, trench, boat; 2d rain, atmos, splashes, lightning

Trench Attack 4: Plate Arthur, Mira; CG water, trench, boat; 2d rain, atmos, splashes, lightning; using subsurface pass to silhouette underwater trench
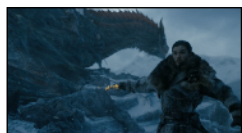

Lara Bomber Leap: Plate Lara upper half, digi-double legs; CG water, bomber, environment; DMP far bg canyon; added 2d mist/atmo, splashes

Lara Bomber Approach: Plate Lara in distance; CG water, bomber, environment; DMP far bg canyon; added 2d mist/atmo, splashes


Lara River Canyon: Plate Lara isolated in separate plate water; CG canyon/environment; added 2d mist/atmo


Jon Snow Defense 1: Plate 1-Jon Snow w/ white walkers and some environment; Plate 2-Dany and other Drogon riders; Plate 3-fire breath; Plate 4-distant crowd extras; CG dragon; DMP mountains; 2d atmo/snow

Jon Snow Defense 2: Plate 1-Jon Snow w/ white walkers and some environment; Plate 2-Dany and other Drogon riders; CG dragon; 2d atmo/snow
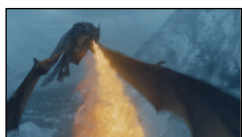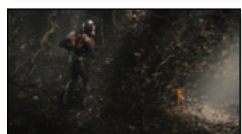

Dragon Speared: Plate fire elements for dragon breath and explosion/wound; CG dragon, spear, blood; DMP background; 2d atmo/snow
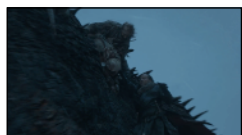
Drogon Escape: Plate dragon riders on anim projection cards; CG dragon; DMP background; 2d atmo/snow

Fire Ant Bridge: All-CG: tunnel, FX ants, digi-double Ant-Man, light rays. Practical and Nuke dust particles.

Crazy Ant Discovery: All-CG: tunnel, ant, digi-double Ant-Man, light rays. Nuke dust particles.

Penny Spinning Ants: CG penny, ants. Practical car dash. Lens abberation and flare for sunlit penny.

Finding Vanessa: Green screen foreground, CG Colossus, CG and matte painting background plus 2D smoke elements, CG ash; added crack to glass

Opening the Punch Bowl: Added crack and dirt texture on glass using Nuke 3D and CG-provided track cam; CG Colossus, painted out stand-in, CG ash
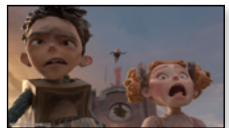
Colossus' Hero speech: CG Colossus, CG background, green screen mid-ground, CG ash, added several 2D smoke elements

Colossus' speech continued: CG Colossus, CG background, green screen foreground, CG ash, added several 2D smoke elements, painted out stand-in

**Cab ride convo:** green screen car interior with live action driving footage; CG Colossus

Narrow escape sequence: matte painted sky and far bg elements; fx broken glass; FX dust; green screen elements integration; maintaining sequence continuity
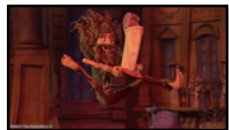
Hat keep away sequence: green screen plates integration; CG set extensions; helped develop look and easy comp set-up for lingering FX smoke elements; multiple stop-mo plates integration; color continuity
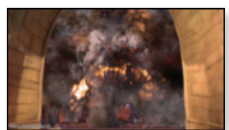
Machine battle sequence: several green screen elements; CG backgrounds; more smoke like 'Hat keep away sequence'; several practical and FX layers for explosion; FX fire within mech machine
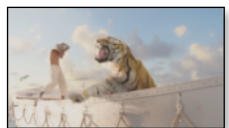
Flying fish: CG tiger, sky, flying fish, partial water and partial CG boat; FX and 2D splashes with reflections; manually created hot spot reflections on various fish

Richard Parker: Mixture of defocus on full CG tiger; various sparkling texture fixes