

Amanda L. Roop - Breakdowns

Compositor

Below are a sample of shots from my Fall 2019 demo reel with detailed explanations of the kind of work that went into creating them.

Show - Spider-man: Far From Home (2019)



Highlight - CG Integration

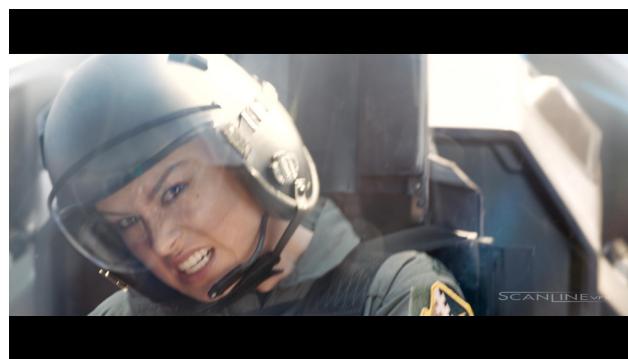
- Plate - FG 'pier' and actors, some water interaction (mostly on ground)
- Work - Integrated CG water with plate extras which included creatively fixing holdout issues with the CG water and enhancing various splash moments with 2d water elements. Added a variety of post-splash water effects to set to enhance 'wet' feeling including grading, water distortion on the lens, dripping and 'wash' on columns.

Show - Captain Marvel (2019)



Highlight - Full CG, Matte Painting

- Full CG shot. Created matte painting for BG, and did a fair bit of 're-lighting' using utility passes in comp to achieve the desired look of 'rolling' highlights quickly.



Highlight - Plate 'Re-Lighting', Multiple Like-shots

- Plate originally was shot with a static light set-up that needed to be changed to accommodate the rolling of the plane. This involved painting out hot highlights on plate cockpit and the actor (done by myself), and then re-lighting the cockpit using a greyscale render and various merge functions and grading. Helmet was replaced with CG.

Show - Aquaman (2018)



Highlight - Template Creation (Multiple Like-shots)

- Many sets of like shots (similar to pictured) which required an extensive amount of grading to certain areas of the plate using mattes, along with the more typical keying similarities and despill. I created a well-organized base script that each plate could be plugged into and would require minimal tweaking per individual shot, thus greatly speeding up

turn-around for notes even if the artist where changed. I did this for multiple sets of coverage, across multiple sequences.

Show - MEG (2017)



Highlight - Keying, Integration

- Plate - Man, in 'hamster' bubble over water and other extras in innertubes, on greenscreen
- Work - Extracted man, hair detail and the bright sections of 'hamster' bubble. Extracted BG plate extras with some water detail and mixed with CG water, far BG CG crowd extension and CG shark fin. Integrated CG by matching 'water wash' on the outside 'hamster' bubble using

distortion nodes, animated noise and grading. Added additional crowd elements for closer 'fleeing' crowd from other plates.



Highlight - Crowd Extension

- Work - Heavily extended crowd using 'floaters' from element plates (finished crowd is 3-4 times then the original plate crowd). Carefully selected a limited number of extras for roto and created variation by CC'ing the tubes to other colours and creatively placing duplicates. Created a 3D scene in Nuke to place card sprites and made things like cast shadows and slight 'reflections' in water

procedurally.