

TIM BOWMAN

compositor

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reel breakdown

project
clip #

involvement

Let Me In

Compositing

1. This is the opening shot for Let Me In. It is one continuous zoom, lasting 42 seconds. The plate had the desired terrain and road, but there was no snow on the shoot day and there was a highway running around the hill at frame-right. I stitched together an oversized plate for the matte painter to work on and then integrated the resulting painting, snow renders and additional FX for the ambulance headlights. The only bit of original plate left in this shot is the curving road and vehicles.

Journey 2: The Mysterious Island

Compositing

2. Fully CG shot in stereo. I integrated the digi-double, environment renders and FX. Maintained consistency with the rest of the sequence which used a mix of CG and photographed backgrounds. Various paintfixes.

Fair Game

Compositing

3. Added matte-painted damaged buildings underneath in-plate flare, added smoke plumes, replaced foreground street, removed second helicopter.

The Hunger Games

Compositing

4. Remove spotlight in forest behind actors.
5. Integrated and sweeten CG creatures.
6. Remove spotlight and reduce haze behind actors.
7. Integrate and sweeten CG creatures
8. Reframe plate & foreground element, extend grass, integrate CG creatures. Retime actor's motion.
9. I designed the look of the scoreboard and it's animation in this and the next two shots. I was inspired by large LED displays and Trinitron television tubes. The layout of the screen came from production. I also developed a technique to change the look of the foreground sculpture and integrated several plates and matte paintings.
10. Shot created entirely by me in comp. The environment is painted textures on 3D geometry.
11. Shot created entirely by me in comp.

Journey 2: The Mysterious Island

Compositing

12. This shot was finished at MPC. Rising Sun Pictures handled the Sean digi-double and my task was to match our renders to the plate and set up the hand-off from plate to digi-double.

Breakdown continues on following page.

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reel breakdown, cont'd.

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Safe

Compositing, Texture Painting

13. Greenscreen extraction of the character and integration into the plate of the subway crossing the Manhattan Bridge. Accounting for the varying flares happening in the plate was a thorny challenge.
14. Greenscreen extraction of character on top of subway cars. Integration with bridge plate required perspective manipulation, relighting and atmospheric.
15. Greenscreen extraction and added additional subway cars. Integrated the bridge plate with an OBJ of the dangerous truss. I painted all shading effects and details for the truss in Nuke. Thank goodness for Nuke's 3D capability.
16. Same as 14 above.
17. Same as 15 above.

Let Me In

Lookdev

18. We enhanced the makeup on the lead character in several shots. I developed the reverse-beauty techniques to help Abby look her worst.

The Hunger Games

Compositing & TD

19. Some of the shots in the tribute parade sequence were shot on a greenscreen stage where the carriage was stationary. I developed the tool that was used on all of these shots to bring some jiggy life back into the costumes.
20. Same as 19 above.
21. I took this shot from temp to final. It was a bit of a one-off and the CG buildings required quite a bit of sweetening. Integration of the video banner, CG buildings, crowds from Massive, spotlights in the haze and atmospheric.
22. This one had lots of tricky edges to nail down. Foreground plate was half greenscreen and half roto, ground replacement required shadow reconstruction, crowds from greenscreen element plates, CG building.

The Road

Compositing, 3D Modeling, Texture Painting

23. Added wreckage, sign on building, corpse and toxic waste slick using 3D geometry and projections. Removed houses from plate, added mountain, sky replacement, added atmosphere, roto.
24. Greenscreen key, relit character to match background plate, painted green trees out of background plate.
25. Plate repo & extension, sky replacement, inserted telephone poles, pushed hillside farther into background, removed anything green from plate.
26. Painted out utility pipe from the clump of weeds, darkened sky and added toxic haze layers, removed specular reflections due to direct sun, removed anything green from plate, roto.
27. Greenscreen key, added overcast sky, relit character, roto.
28. Darkened sky, added in-cloud lightning, removed anything green from plate.