

TIM BOWMAN

fraud, fakery & motion graphics

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reel breakdown

CLIP CLIENT: JOB

INVOLVEMENT

1. Siemens: Somatom Definition Art Direction, Effects Supervision,
Design, Animation

I was involved from the very start on this job – a 3 minute corporate video in 1080/24p featuring a new generation of CT scanners – discussing look & feel with the agency and the producer. An early proof-of-concept that I put together using a co-worker, an HDV cam, and some 3D tracking helped us get comfortable with the concept and the look of our “projection.” We would often refer to this clip to facilitate our discussions through production and post.

In preparation for our single night’s shooting, I ‘boarded the projector for each point in the show and developed a gestural language for manipulating that data. While on set I worked with the director to ensure we got the coverage we needed, occasionally walking the talent through complicated or detailed sequences.

During post, I created all the on-screen animations and worked closely with the Smoke/Inferno artist to implement the look of the projector and integrate it into our footage. Throughout post, we worked closely with the agency to find creative ways to fill their client’s needs.

Elapsed time between first contact and final delivery in Germany: 4 weeks.

2. Dick’s Sporting Goods:
Soccer’s Time Has Come Compositing, Design

It was raining during shooting. My task was to make the rain go away as well as build an LED strip into the edge of the balcony and replace the sky. To do so, I tracked the shot and rebuilt the stadium from still frames, adding my new elements, and placed all of that behind our roto-ed player.

I built the entire LED screen close-up out of layers of flat art arranged in 3D space with lighting. The entire shot was re-grained and optically distorted to match the camera plates.

3. Stainmaster: Escape Compositing

For this job, I worked with a 3D artist to help the director create a world he envisioned, one just a little bit different from the one we know. My main contributions were the tiles floating in space as well as the opticals and compositing of 3D elements.

4. Charter Telephone Art Direction, Compositing, Design

This is from a pair of spots which were built solely from 3D and text animation. I was given scripts and voice-over in English and Spanish and worked with a 3D modeler and animator to create the finished spots. These phone close-ups are entirely 3D. We were using a high dynamic range pipeline. I handled assembly, 3D sweetening [DOF, lens artifacts, grading], and creation of the graphics. I love teamwork for this type of job.

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5. NAPA Auto Care: 12,000 Miles Compositing

This spot was shot on 35 and transferred to HD for SD finish. My role was to integrate the windshield with the talent, reposition windshield wipers and rear-view mirror and then place the reflections of fireworks. This was a super-fun, challenging shot.

6. ABC Eyewitness News: Bad Date Compositing

For this spot, I comped the Eyewitness News logo onto the doors and into the floor indicator.

8. Shadowboxer Compositing

I used a combination of tracking and hand work to position our bullet wound art onto Mo'Nique's forehead. Later shots feature a blood drip.

9. 69 Eyes: Lost Boys Compositing

We were asked to recreate scenes from the 80's vampire film "Lost Boys" for Finnish goth rockers, the 69 Eyes. Working with two other artists, I did a lot of green-screen keying, background replacements, 3D integration, tracking, stabilization, regraining, and re-creating camera moves to match the DP's style for the rest of the music video. The wide trestle shot required me to puppet one band member to create a longer fall than was shot. The guitar solo required removal of an unusable dolly move and the creation of the tilt-up. I also comped in 3D bats all over the place.

Another quick turnaround: two weeks from start to finish and loads of fun.

10. eyeArtNY Personal Work

This small piece started as a doodle during a design conference in NYC.

11. Boscov's Art Direction/Design/Animation

12. University of Penn Design/Animation

13. Traffic.com Animation

14. Siemens Art Direction/Animation

15. Cops Animation/Compositing/Effects

The still photo in 3D effect. Yup, I can do it, too.

16. CN8: Biggest Fan Design/Animation

17. Pinnacle Health: Flow Animation

18. Commerce Bank Art Direction/Design/Animation

19. QVC: Ray Romano Animation

20. Sleepy Hollow [Witching Power] Personal Project

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21. **WHYY: Our World** Art Direction/Design/Animation

This is a thirty second show open for a WHYY series highlighting science and technology for High School students. I blended stock footage and my own graphic elements to create a cohesive whole. Some shots required a little sweetening. Most required at least some color-correction.

22. **Goose** Personal Project

It started with a few scribbles in my sketchbook. I added some rusty corrugated roofing and a moody sky and something happened.

software used

After Effects, Photoshop, Illustrator, Flame, Shake, LightWave, Mocha, SynthEyes, MatchMover, ImageModeler, Processing, SketchUp, Pro Tools