

KEVIN YUILLE

COMPOSITOR

kevin@freckleboy.com

424.262.1976

VFX REEL SHOT CONTRIBUTION LIST

Shots 1,2,3,4 – Conan the Barbarian (0m:02s–0m:18s)

- 2D to 3D Conversion
- Depth map created in Nuke
- Cleanplates and Stereo Compositing in Nuke

Shots 5,6 – CP Jumpman - Nike Commercial & Online Experience (0m:18s–0m:40s)

- A user controlled experience w/ 17 cameras in 180° array
- Compositing in Nuke
- Keying green screens
- Rotoscoping in Nuke and Mocha Pro

Shot 7 – Slug Baby USB Goo Breakdown (0m:40s–0m:50s)

- Compositing in Nuke
- Paint Compositing in After Effects
- Paint in Photoshop
- SFX Coordination

Shot 8 – Custom Gizmo Demo (0m:50s–1m:04s)

- Created custom Nuke gizmos for stereo conversion
- No cleanplates were used, only procedural in-painting
- Made w/ expressions, TCL, Python

Shot 9 – Office Dolly Left Breakdown (1m:04s–1m:10s)

- Compositing in Nuke
- 3D Projection in Nuke
- City Lights in Cinema 4D

Shots 10,11 – Girl Pop-up (1m:12s–1m:15s)

- Compositing and Motion Graphics in After Effects
- Graphic Design in Photoshop

Shot 12 – Girl Zombie (1m:16s–1m:18s)

- Compositing and Motion Graphics in After Effects
- Fire Effect in Cinema 4D
- Graphic Design in Photoshop

Shot 13 – Light Tentacle (1m:18s–1m:19s)

- Compositing in Nuke
- Compositing and Motion Graphics in After Effects
- Texturing in Maya
- Graphic Design in Photoshop

Shot 14 – Man CU Shocked (1m:19s–1m:20s)

- Compositing in Nuke
- City Lights in Cinema 4D

Shot 15 – Chastity Antivirus Ending and Logo (1m:20s–1m:31s)

- Compositing in Nuke
- City Lights in Cinema 4D
- Modeling in Maya
- Texturing/Animation in Cinema 4D
- Compositing and Motion Graphics in After Effects
- Graphic Design in Photoshop/Illustrator
- SFX Coordination