



Adem Jaffers

Resume [Concise]



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Profile

I am motivated with advancing my craft by meeting and overcoming new challenges through applying a strong skill base of lateral problem solving, a dedication to meeting tight deadlines and an enthusiasm to become the best I can possibly be. I strive to be part of a production team involved in innovative and stimulating ideas.

Employment Preview

Mirage VFX	Compositing	2012 - 13
Peoples Rep of Anim.	Compositing	2011
Million Dollar Prod.	Compositing & Editing	2011
NRG Production	Compositing	2010
Crystallised Prod.	Compositing	2009
Whip Cracking Prod.	Lead Compositing	2008 - 09
Aslan Productions	Compositing	2008
Liquid Animation	Lead Compositing & 3d Animation / Lighting	2006 - 07
Unreal Pictures	Lead Compositing, Modeling & 3d Animation	1995 - 04
ACTF	Modeling & 3d Animation	2000 - 01
Trilobite	Compositing & 3d Animation	1999 & 05

Achievements

Produced 5 yearly live TV Computer Art performance events	1990-95
Exhibited at Siggraph and National Gallery of Victoria	1993
Best Computer Assisted Animation – Bathurst Film Festival	1994
Created a Video Art DVD using a Game engine - music by Ollie Olsen	2002

Skills

Operating as a compositor and 3d animator over the years I've gained experience with blue/green screen keying, roto-scoping, cloning, grading, 3d/2d tracking, match-moving, wire/rig removal, bg matte paintings, product cleanup, particle fx, motion graphics, 3d lighting, modeling, 2/3d animation and texturing.

Hard / Software

S/W Fusion, Nuke, Combustion, After Effects, 3ds Max, Photoshop and Boujou.
H/W PC (All Windows flavours), Mac OSX, Linux (Redhat), Unix.



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Qualifications

- Completed online Java Programming course with Open Learning 2001.
- Completed an Assoc. Dip. in Computer Aided Art and Design at RMIT Vic 1994.

Credits

Coke Bungee	TVC	Compositing
Alkaline Batteries	TVC	Compositing
Action Dan's Adv.	Series (DVD)	Compositing
deBlob	Game Cinematic	Compositing
The Otherside	Short Film	Compositing
Loosing Sleep	Music Video for Silverchair	Lead FX Compositing
Fristi	TVC	Lead Compositing
Singtel	TVC	Lead Compositing
Disney	Mobisodes	Lighting TD & Ld Comp
Zone 39	Feature Film & Game	3D
Bad Egg	Feature Film	Compositing
Noah & Saskia	TV Series	3D & Compositing
Legacy of Silver Shadow	TV series	3D & Compositing
Crash Zone	TV series (2 seasons)	3D & Compositing
Plasmo	TV series	Compositing
Mr Ponko	TV series – Pilot	3D
Prophecies & Predictions	TV Doco	3D & Compositing
M&M	TVC & Web	3D
Mars Bar	TVC	3D
Just Jeans	TVC	3D
KAHooTZ	Game	3D
Melodie Mars	Game Promo	Editing
Tiny Little Engines	Music Video	3Dd & Compositing
SWM	Music Video (DVD)	VJ-ing

Interests

Programming in LOGO for Lego Robotics systems
 Video (VJ'ing) and Lighting presentations for events
 Play Aussie Rules (Football) and Cricket seasonally

Referees

Jeff jaffers	Lucas Newton	Pat Felgueras
Producer	VFX Artist	VFX Director
Viscous	Freelance	Mirage VFX
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Showreel vfx breakdown – page 01

Shot-#

Software

Role

Production

Type



SHOT-01

Fusion Lead Composer Macdonald's 24hrs TVC

Enhance & add glows to signage and bg building layers. Lumakey, roto and silhouette individual people. Render out several 2d crowd layers for inclusion in 3d scene/renders. Composite all layers and final grading - including ensuring Macdonald's sign colors are to spec.



SHOT-02

Fusion Lead Composer Macdonald's 24hrs TVC

Full sequence - see Shot-01 for VFX breakdown.



SHOT-03

Combustion Lead Composer Destroy All Humans Game Cinematic

Create hologram look. Add glows, grain and rolling bars. Composite bg layer. Final grading.



SHOT-04

Combustion Lead Composer Destroy All Humans Game Cinematic

Enhance star field by adding glows and a blueish nebulae feel. Create multiple Earth atmosphere layers and comp with separate cloud layers to create depth. Blend multiple missile layers and create thruster fire. Composite all layers along with Alien mothership. Final grading.



SHOT-05

Combustion Lead Composer Destroy All Humans Game Cinematic

See SHOT-03 for tv screen hologram treatment. Add glow details on Alien and cabin lights via use of RPF channels. Composite all layers - including shadow and specular passes. Final grading.



SHOT-06

Combustion Lead Composer Destroy All Humans Game Cinematic

Composite mothership and multiple explosion layers. Re-frame (via animated transform) the space scene to sync with camera move on eyeball. Composite sky, tents, grass and multiple people layers Final grading.

Note: This was originally two separate shots – see shot below.



SHOT-06 (Cont)

Combustion Lead Composer Destroy All Humans Game Cinematic

Note: See shot description above



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Showreel vfx breakdown – page 02

Shot-#

Software

Role

Production

Type



SHOT-07

Fusion

Compositor

ABC

TVC

Composite multiple layers. Roto brass cylinders into enclosed box area. Add anamorphic lens flare. Final grade.



SHOT-08

Fusion

Compositor

ABC

TVC

Composite multiple layers. Remove track markers from desk and window. Final grade.



SHOT-09

Fusion

Compositor

ABC

TVC

Light scene, including volumetrics for headlamps. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create multiple particle rain drop layers. Add vehicle reflections on road surface. Composite all layers. Final grade.



SHOT-10

Fusion

Compositor

ABC

TVC

Composite multiple layers. Remove track markers from desk and book shelves. Create effect for batteries uniting. Animate Titles in using anamorphic lens flares. Final grade.



SHOT-11

**After Effects
& 3ds Max**

**Lead Compositor
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Add depth of field and moblur. Composite all layers. Final grade.



SHOT-12

**After Effects
& 3ds Max**

**Lead Compositor
& Lighting TD**

Disney

Mobisode

Light scene, including volumetrics for headlamps. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create multiple particle snow flake layers. Add depth of field. Composite all layers. Final grade.



SHOT-13

**After Effects
& 3ds Max**

**Lead Compositor
& Lighting TD**

Disney

Mobisode

Light scene, including volumetrics for headlamps. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create multiple particle rain drop layers. Add vehicle reflections on road surface. Composite all layers. Final grade.



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Showreel vfx breakdown – page 03

Shot-#

Software

Role

Production

Type



SHOT-14

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg (cloud, building, lit windows, road) and character passes as RPFs. Create multiple rain drop layers. Add moblur. Composite all layers. Final grade.



SHOT-15

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including lightning flashes. Create or adjust all textures in scene. Render out bg (inc lamp shades) and character passes as RPFs. Add motion blur. Composite all layers. Final grade.



SHOT-16

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including lightning flashes and interactive ghost lighting. Create or adjust all textures in scene. Render out bg (inc lamp shades), character and multiple ghost passes as RPFs. Add moblur. Composite all layers. Final grade.



SHOT-17

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including interactive ghost and trolley lamp lighting. Create or adjust all textures in scene. Render out bg (inc cave and trolley lamps), trolley, character and multiple ghost passes as RPFs. Add moblur. Composite all layers. Final grade.



SHOT-18

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg (houses, clouds, trees), shadow and character passes as RPFs. Add motion blur. Composite all layers. Final grade.



SHOT-19

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including interactive fireplace lighting. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Add motion blur. Composite all layers. Final grade.



SHOT-20

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including interactive pumpkin lighting. Create or adjust all textures in scene. Render out bg (inc sky, houses, trees) and character passes as RPFs. Add depth of field. Composite all layers. Final grade.



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Showreel vfx breakdown – page 04

Shot-#

Software

Role

Production

Type



SHOT-21

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Add depth of field. Roto paint-on screen mask. Composite all layers. Final grade.



SHOT-22

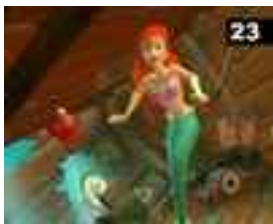
**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including caustics and volumetrics. Create or adjust all textures in scene. Render out bg (inc sea bed, ship) passes as RPFs. Create particle debris and bubble layers. Composite all layers. Final grade.



SHOT-23

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including volumetrics. Create or adjust all textures in scene. Render out bg passes as RPFs. Create particle bubble layers. Composite all layers. Final grade.



SHOT-24

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including simulated caustics and volumetrics. Create or adjust all textures in scene. Render out bg (inc sea bed) and character passes as RPFs. Create particle bubble layers. Composite all layers. Final grade.



SHOT-25

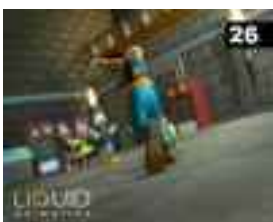
**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create lightning and turbine bolts layers. Composite all layers. Final grade.



SHOT-26

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create lightning, turbine bolts and interactive lighting passes. Composite all layers. Final grade.



SHOT-27

**After Effects
& 3ds Max**

**Lead Composer
& Lighting TD**

Disney

Mobisode

Light scene; Including interactive ghost and lamp lighting. Create or adjust all textures in scene. Render out bg and multiple ghost passes as RPFs. Composite all layers. Final grade.



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Showreel vfx breakdown – page 05

Shot-#

Software

Role

Production

Type



SHOT-28

**After Effects
& 3ds Max**

**Lead Compositor
& Lighting TD**

Disney

Mobisode

Light scene; Including volumetrics. Create or adjust all textures in scene. Render out bg and hunny pot passes as RPFs. Composite all layers. Final grade.



SHOT-29

**After Effects
& 3ds Max**

**Lead Compositor
& Lighting TD**

Disney

Mobisode

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Composite all layers. Final grade.



SHOT-30

Nuke

Compositor

Coke

TVC

Create BG matte painting using separate buildings, sky and water plates shot on location. Pull greenscreen key. Alter perspective in FG plates to match BG. Composite all layers. Final grade.



SHOT-31

Nuke

Compositor

Coke

TVC

Create sky plate from multiple cloud shots. Add sun and lens flare. Animate (stills of) characters using a grid warp. Composite all layers (3D bridge and Bungee Cords). Final grade.



SHOT-33

Fusion

Lead Compositor

Fristi

TVC

Camera move was tracked (3d - Boujou). Roto-scoped boy (left of frame) and girl (right of frame) to create matte shape for inclusion of grass and 3d debris from ants bursting out of ground. Tracked in hole in ground including the entire surrounding grass area - which was taken from a still frame off a clean take. Faked kids shadows had to be added back onto clean grass area. Comped in ants, multiple debris passes and 3d animated opening of hole. Final Grading.



SHOT-34

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped fence (top) line. Extended bg with 3d walls/fences, trees, plants, vines and grass. Roto-scoped, keyed and inserted separate plate of kids onto 3d balcony. Comped in hole in grass, 3d debris, ants and shadows. Final Grading.



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Showreel vfx breakdown – page 06

Shot-#

Software

Role

Production

Type



SHOT-32

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped fence (top) line and top halves of kids bodies. Cloned and created fence extensions on right of frame. Comped in all trees, plants, buildings (3d and stock shots) and clouds (sky). Roto-scoped, keyed and inserted kids onto 3d balcony. Moved table towards center of screen and extended table and table cloth toward left edge of frame then re-populated table with extra product Added 3d shuttlecock, mechanical crab pincers, 3d debris and grass opening (which was shot on separate plate). All 3d and photo elements were (3d - Boujou) tracked into shot. Finally I added motion blur to FG action and camera shake. Final Grading.



SHOT-35

Fusion

Lead Compositor

Fristi

TVC

Comped 3d ant, scientist, clouds (sky) and debris. Final Grading.



SHOT-36

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped fence (top) line and top halves of kids bodies. Moved table towards center of screen and extended table and table cloth toward frame left edge then re-populated table with extra product Comped in all trees, plants, buildings (3d and stock shots) and clouds (sky). Plants on balcony were animated (warped). I animated 3d ribbons and comped into balcony. Roto-scoped, keyed and inserted kids onto 3d balcony. Added 2d camera truck-in. Roto-scoped (hero FG) kids to create matte shapes for beginning of transformation sequence where kids become 3d Manga style super heroes. Final Grading.



SHOT-37

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot on location. Roto-scoped and stitched together several plates of bg kids playing in water - also 4 pairs of fg kids were roto-scoped from separate plates. Roto-scoped and added kid on tire tube (far left of frame). Roto-scoped and added in kids standing on far right side of water slide. Comped in animated water coming down water slide (bg center rear). Comped in 3d scientist and surfboard (inc jet thruster vapor). Comped in water slide digital matte painting. Added clouds (sky) and extended sky vertically. Animated 2d camera tilt-up. Added highlights on water. Added camera shake. Final Grading.



SHOT-38

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot against green screening in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Added motion blur to camera move to blend matte shape edges. Comped in clouds (sky), 3d water slide openings - including their interior caustics, animated rope ladder, scientist on surfboard (inc jet thruster vapor) and hand railing hit by surfboard. Extended ships main mast (left of frame). Final Grading.



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Showreel vfx breakdown – page 07

Shot-#

Software

Role

Production

Type



SHOT-39

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide opening - including its interior caustics, rope ladder, scientist on surfboard (inc jet thruster vapor and reflection on floor) and hand railing hit by surfboard. Final Grading.



SHOT-40

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide opening - including its interior caustics, rope ladder and scientist on surfboard (inc jet thruster vapor). Extended ships main mast (left of frame). Added camera shake. Final Grading.



SHOT-41

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped rope ladder and clone/repeated rope railing on left of frame. Extended ships main mast on right of frame. Cloned/extended floor on right and rear of plate. Comped in clouds (sky), scientist on surfboard (inc jet thruster vapor and reflection on floor), 3d water slide tubing (left of frame) and dragon head water slide opening - including its interior caustics. Added camera shake and slow 2d camera truck-in. Final Grading.



SHOT-42

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide openings - including their interior caustics, animated rope ladder. Extended ships main mast (left of frame). Final Grading.

*** Please note - for this shot only the scientist, surfboard (including jet thruster vapor), camera shake and dragon mouth interior and caustics were composited over my finished bg plate by another compositor.*



SHOT-43

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide opening - including its interior caustics, rope ladder and scientist on surfboard (inc jet thruster vapor). Extended ships main mast (left of frame). Roto-scoped fg kids to create matte shapes for beginning of transformation sequence where kids become 3d Manga style super heroes. Final Grading.



SHOT-44

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Comped in clouds (sky), sea, 3d headlands and swaying palm trees. Keyed and roto-scoped fg kids, sand castle and people walking in background (taken from a separate shot). Final Grading.



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Showreel vfx breakdown – page 08

Shot-#

Software

Role

Production

Type



SHOT-45

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Comped in sky and bloom. Animated and comped in particles of sand. Continued camera zoom by extending chest sides with underground tunnel - which I modeled and lit. Added motion blur. Final Grading.



SHOT-46

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Several beach crowd plates were shot on location, then stitched together to create extended bg crowd scene. Sea was warped to fit shape of beach. Roto-scoped matte shapes of fg kids to add sand debris. Comped in 3d headlands and palm trees. Masked and comped in sand castle from a still photo. Blended bg beach sand and fg studio sand. Comped in and vertically extended clouds (sky). Created 2d camera tilt. Final Grading.

***Please note - mechanical crab and debris were comped by another compositor*



SHOT-47

Fusion

Lead Compositor

Fristi

TVC

Live action plates shot (very poorly) against green screen in studio. Comped in clouds (sky), 3d headlands and swaying palm trees. Roto-scoped fg kids to create matte shapes for beginning of transformation sequence where kids become 3d Manga style super heroes. Final Grading.



SHOT-48

Fusion

Lead Compositor

Fristi

TVC

Partial visual breakdown of Shot-31. Live action plates shot on location. Roto-scoped and stitched together several plates of bg kids playing in water - also 4 pairs of fg kids were roto-scoped from separate plates. Roto-scoped and added kid on tire tube (far left of frame). Rotoscoped and added in kids standing on far right/rear of frame. Comped in 3d scientist and surfboard (inc jet thruster vapor). Comped in cliffs and mountain range. Added clouds (sky) and extended sky vertically. Mountain range was stitched together using several stock photos. Animated 2d camera tilt-up. Added highlights on water. Created and comped in 2d particle waterfall on cliff face. Added camera shake. Final Grading. *** Please note - shot 31 (above) was recreated here using a modified bg digital matte painting (instead of the original water slide) as a visual breakdown exercise for inclusion in the (then new) Liquid VFX reel.*



SHOT-49

Fusion

Lead Compositor

Fristi

TVC

Partial visual breakdown of Shot-38.

Live action plates shot (very poorly) against green screen in studio. Comped in clouds (sky), sea, 3d headlands and swaying palm trees. Keyed and roto-scoped fg kids, sand castle and from a separate shot - the people walking in background. Final Grading.



SHOT-50

Fusion

Lead Compositor

Fristi

TVC

Partial visual breakdown of Shot-40. Live action plates shot (very poorly) against green screen in studio. Several beach crowd plates were shot on location, then stitched together to create extended bg crowd scene. Sea was warped to fit shape of beach. Roto-scoped matte shapes of fg kids to add sand debris. Comped in 3d headlands and palm trees. Masked and comped in sand castle from a still photo. Blended bg beach sand and fg studio sand. Comped in and vertically extended clouds (sky). Created 2d camera tilt. Final Grading.



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Showreel vfx breakdown – page 09

Shot-#

Software

Role

Production

Type



SHOT-51

Fusion

Compositor

Singtel

TVC

Live action plate shot in studio. Roto-scoped hand to create a mask to comp in 3d LCD interface. Shot was stabilised then unstabilised once LCD screen was added.



SHOT-52

Fusion

Compositor

Singtel

TVC

Live action plate shot in studio. Roto-scoped women to create a mask to comp in 3d LCD interface. Running machine LCD was 2d tracked. Though due to straying tracked keys (as women obscures parts of running machine) this shot required a bit of manual keyframe massaging to lock in the 3d LCD interface.



SHOT-53

Fusion

Compositor

Singtel

TVC

Live action plate shot in studio. Comped multiple phone passes.



SHOT-54

Fusion

Compositor

Singtel

TVC

Live action plate shot in studio. Comped multiple MIO modem passes.



SHOT-55

**Fusion
& 3ds Max**

Compositor

Singtel

TVC

Live action plate shot in studio. Scene was 2d tracked to lock in roto-scoped window masks. Photographs of the outside night scene was mapped and rendered in 3d to achieve correct angles of reflection.



SHOT-56

**Fusion
& 3ds Max**

Compositor

Singtel

TVC

Live action plate shot in studio. Scene was 2d tracked to lock in roto-scoped window masks. Photographs of the outside night scene were mapped and rendered in 3d to achieve correct angles of reflection. Woman was roto-scoped to create matte shape for comping in reflection of interior.



SHOT-57

**Fusion
& 3ds Max**

Compositor

Singtel

TVC

Live action plate shot in studio. Shot was stabilised then masks were created and reflections were comped in, then shot was unstabilised. Photographs of the outside night scene were mapped and rendered in 3d to achieve correct angles of reflection. Man was roto-scoped to create matte shape for comping in reflection of interior.



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Showreel vfx breakdown – page 10

Shot-#

Software

Role

Production

Type



SHOT-58

Fusion

Compositor

Singtel

TVC

Live action plate shot in studio. Multiple passes of 3d phone comped into shot. Undesirable shadow (left of frame) was removed. Cloned and painted out damaged corners and edges of MIO product box.



SHOT-59

Fusion

Compositor

Singtel

TVC

Live action plates shot (very poorly) against green screen in studio. Parrot and remote matte shapes were created via roto-scoping alone as a clean key was near impossible. Remote control was replaced with a still version lifted from start of sequence due to undesirable wobbles once parrot mounted remote. Original parrot reflection was stabilised and tracked back onto remote. Parrot was graded towards blue-white palette. Graduated background added.



SHOT-60

Fusion

Compositor

Singtel

TVC

Live action plates shot (very poorly) against green screen in studio. Parrot and remote matte shapes were created via roto-scoping alone as a clean key was near impossible. Parrot was graded towards blue-white palette. Hand animated shadows and graduated background added to shot.



SHOT-61

Fusion

Compositor

Singtel

TVC

Live action plates shot (very poorly) against green screen in studio. Parrot matte shape were created via roto-scoping alone as a clean key was near impossible. Motion blur added to parrots head to blend mask edges. Parrot was graded towards blue-white palette. Graduated background added to shot.



SHOT-62

Fusion

Lead Compositor

Silverchair

Music Video

Live action plates shot on location. Shot (2d) tracked then roto-scoped man to comp in lightning bolts and the (3d particle) impact sparks.



SHOT-63

Fusion

Lead Compositor

Silverchair

Music Video

Live action plates shot on location. Shot (2d) tracked then roto-scoped man to comp in lightning bolts and the (3d particle) impact sparks.



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Showreel vfx breakdown – page 11

Shot-#

Software

Role

Production

Type



SHOT-64

Fusion

Lead Compositor

Silverchair

Music Video

Live action plates shot on location against green screen. Started with a single pre-edited shot. With the changing head shapes, sizes, framing of each shot and lighting conditions meant that all masks, keying setting and lightning bolt start/end arcing positions required frequent key framing. The head sequence was partially keyed and the rest roto-scoped; then comped onto a 3d Frankenstein like head stand. All lightning bolt arcings, plasma face traces, head stand globe glows and side lamp flashes were animated on/off timed sequentially to the practical strobe lighting.



SHOT-65

Fusion

Compositor

Frog

Animation Test

& 3ds Max

Log picture was camera mapped onto 3d geometry to gain some perspective. Stock footage of a lush water fall was comped into bg. Several staggered layers of vegetation photographs were cloned and pieced together to create a sense of depth. Various 3d particle based insects animated and comped between vegetation layers. Animated masks to reveal frog wireframe were created. Sequential defocussing of layers used to create a camera focus pull. Final grading.