

Breakdown Reel Commercials

SHOT 1 (0:00 - 0:04)

Intro (After Effects):

The 'Showreel title' is done in After Effects through a series of different elements.

SHOT 2 (0:04 - 0:05)

Café Royal (Nuke):

Reshaped stunt-double's head to match Robbie Williams. Added patches on orange areas as they were transparent.

SHOT 3 (0:05 - 0:07)

Café Royal (Nuke):

Mixed three plates. Recreated the Helicopter heat-haze on background. Repeated the truck several times.

SHOT 4 (0:07 - 0:08)

Café Royal (Nuke):

Plate cleanup as background was uneven.

SHOTS 5 & 6 (0:08 - 0:11)

Smart - For Four City (Nuke):

Set Extension, adding matte painting. Changed helmet colour of three different workers. Created sign with scratches and arrow design. Also on clip 6 retimed the front main actors as the center one was slouching and moving other actors.

SHOT 7 (0:11 - 0:17)

Smart - For Four City (Nuke):

Set Extension, adding matte painting. Removed signs on the right side of the screen.

SHOT 8 (0:17-0:18)

Honda - Jazz (Nuke):

Color Grading.

SHOTS 9 & 10 (0:18-0:20)

Honda - Jazz (Nuke):

Cleaned plate, changed the info on all dials, animated them, added light, grading and truck in.

SHOT 11 (0:20-0:21)

Honda Jazz (Nuke):

Cleaned eye reflections, animated eye, projected CG plates into eye and graded.

SHOT 12 (0:21-0:22)

Honda Jazz (Nuke):

Keyed girl, Comped Background, graded plate, projected car into camera, cleaned markers from camera, compend and animated flash and Depth of Field

SHOT 13 (0:22-0:23)

Honda Jazz (Nuke):

Keyed girl, Comped Background and car, graded plate.

SHOTS 14 - 16 (0:23 - 0:25)

Visualiseer for BMW (Nuke):

Comp of several rims and bumpers. Produced the reflection highlight in comp.

SHOTS 17 & 18 (0:26 - 0:29)

Visualiseer for BMW (Nuke):

Matte Painting. Three different matte paintings from different photographs were created with a falloff of lighting to work with the sun. Three different layers were created so there would be a parallex with the camera movement.

SHOTS 19 & 20 (0:29 - 0:44)

Internet Commercial for Audi Configurator. (Nuke):

CG composite. All colors made in Nuke. Cleaned up original footage as the sedan car is longer and lingering items of the smaller car remained.

SHOT 21 (0:44 - 0:53)

Car show for Porsche Panamera (Nuke):

CG composite of the environment and the white car.

SHOT 22 (0:53 - 0:55)

Café Royal (Nuke):

Blue screen Comp.

SHOT 23 (0:55 - 0:59)

Café Royal (Nuke):

Added break and blinking lights.

SHOTS 24 - 26 (0:59 - 1:05)

Café Royal (Nuke):

Blue screen Comp.

SHOTS 27 & 28 (1:05 - 1:06)

Café Royal (Nuke):

Added more explosions based from what was on the plate (using difference keying and other methods).

SHOT 29 (1:06 - 1:07)

Audi Quattro (Nuke):

Plate fixes (switching traffic lights, and lights poisitions) removing road signs from the asphalt and poles, removed flags, removed grafitti from store, changed sign on bank, among other things.

SHOT 30 (1:07 - 1:08)

Audi Quattro (Nuke):

Car and rim replacement.

SHOT 31 (1:08 - 1:09)

Audi Quattro (Nuke):

Plate clean up. Removed signs and bins.

SHOTS 32 - 34 (1:09 - 1:14)

ZDF Winters Olympics (Fusion):

Full comp. Sky replacement, tracking of footage, background replacement, CG ice compositing, ice highlights created with 3D projections.

SHOTS 35 - 39 (1:14 - 1:20)

Mucoangin - The Choir (Fusion):

Full CG comp. Many alterations had to be done due to broken frames, wrong depth passes and flickering elements. All had to be re-graded as the lighting was changing drastically from shot to shot.

SHOT 40 & 41 (1:20 - 1:23)

E4 - Beaver Falls (Nuke):

Plate clean up and rotoscope.

SHOT 42 (1:23 - 1:27)

Good Games - Empire Four Kingdoms (Nuke):

Fixed glitches in render, did animated projections with a time offset on sand and around wood to give it a 'wet look', graded the tea, rotoscoped the hand and created a Z-depth channel to be used for the depth of field.

SHOT 43 (1:27 - 1:29)

Café Royal (Nuke):

Changed the road marking from a constant line so that the overtaking of vehicle could be shown in France.

SHOT 44 (1:29 - 1:30)

Café Royal (Nuke):

Wire removal and removed logo from helicopter.

SHOT 45 & 46 (1:30 - 1:33)

Café Royal (Nuke):

Wire removal.

SHOT 47 (1:33 - 1:34)

Café Royal (Nuke):

Added patches on orange areas as they were transparent.

SHOT 48 (1:34 - 1:39)

Café Royal (Nuke):

Reshaped stunt-double's head to match Robbie Williams. Also graded the fire to match the fire more seemlesly. Keyed the stunt double for the plate mix.

IVAN
LIMA

COMPOSITOR

+49 176 84109935

HI@IVAN-LIMA.COM

IVAN-LIMA.COM