

ANTONIO MEAZZINI – SHOWREEL 2015 – SHOT BREAKDOWN LIST

The following is a list of shots presented in the same order as shown in my demo reel, these shots are from recent feature films I worked on such as Interstellar, Skyfall, Terminator Genesys or The World's End. The following list includes a brief explanation of each shot.



INTERSTELLAR - SHOT 1:

This shot combines a CG background with a live action footage (the character in the foreground), the puffs are made by compositing 2d steam elements.



THE WORLD'S END

In this shot I took care of the visual effects work entirely: I removed the actor's head, composited the CG neck, keyed the new head from a separate green screen footage and projected it onto a geometry I then animated in Nuke. The most challenging parts of this shot were definitely the transition from the CG/keyed head to the real head, the different lightings to match and the screen right hand which is basically the screen left hand duplicated and worked on through warping and relighting.



TERMINATOR GENESYS – SHOT 01

This shot includes a lot of interaction between the FX particles and the live action plate, and a lot of grading of the FX and shadowing on the character.



TERMINATOR GENESYS – SHOT 02

This includes the CG particles which gradually rebuild the cg character which has been composited into the live action plate. The actor's face in the plate is CG as well as the original actor was wearing a practical mask.



THOR, THE DARK WORLD - SHOT 01:

This bluescreen shot involved keying, compositing CG elements in the background, painting 2d dirt on the columns and adding 2d smoke/dust elements in the foreground.



INTERSTELLAR – SHOT 03

This is almost a full CG shot except for the character who is from a live action plate. The CG needed a lot of treatment including some extension as well as some extra 2d elements composited in to make it look more realistic.



INTERSTELLAR – SHOT 02

This is one of the shots where I had the most creative freedom. Part of the background was made up from CG renders but I could also use many elements to create the effect of the “tesseract” collapsing on him. This shot was considered an important turning point of Interstellar.



SKYFALL

In this shot I composited the CG tunnel entrance. I received roto for the character and the train, and did a lot of edge treatment as the background from the original plate was very bright, I believe I did an excellent job in preserving the edges very accurately. I also had to grade and tweak the area of train and character where they enter the tunnel, as they had to look like they were going into the dark (no reflections or specs). I have also added some diesel fuels coming out of the tunnel as the train enters, which I took from a stock footage.



THOR, THE DARK WORLD - SHOT 02:

The green screen of this shot needed a lot cleaning up, besides keying, this shot consisted in compositing various elements in the background which have been projected onto geometry in Nuke. I also added 2d smoke elements on the foreground.



CLASH OF THE TITANS:

In this shot I took care of the entire 2d work: compositing of the CG wings, markers and wires removal, and the rotoscoping of the characters.



PIRATES OF THE CARIBBEAN: ON STRANGER TIDES

This is mainly a keying shot, I obviously had to use multiple keys to preserve edges and as much detail as possible in every section of the blue screen. I also created the background by choosing several elements of smoke, which I composited together and graded them to match the look of the rest of the sequence.
