

Shot breakdown list

Scene 1 - Andrew Dickinson graphics:

All parts: 3D modeling, animation, lighting, texture, dynamics / particles

Scene 2 - Monster:

3D texture, lighting, additional modeling, additional compositing

Scene 3 - Robot in spaceship:

3D lighting, texture, animation, rigging

Scene 4 - From the ESPN *ESPY* Awards:

3D lighting, texture, and coloring for 3D stage and TV graphics

Scene 5 - Bigfoot creature:

3D lighting, texture, animation, rigging, compositing, motion tracking

Scene 6 - Converse pool commercial:

Motion graphics, color effects on pool, compositing

Scene 7 - Character playing with guitar

3D animation, lighting, texturing, compositing

Scene 8 - Scorpion motion graphics:

3D modeling, animation, lighting, texture, compositing

Scene 9 - Woman riding on bubble:

Compositing / keying, motion tracking, 3D lighting, texture, animation

Scene 10 - Island scene:

3D lighting, texturing, compositing

Scene 11 - Robot jumpropping game:

3D animation, rigging, motion graphics, lighting, texture, compositing

Scene 12 - Rocket ship flying around earth:

3D dynamic smoke particle effects, lighting, texture, animation on
on rocket ship

Scene 13 - Alien membrane bursting:

3D lighting, texture, animation, compositing

Scene 14 - Bullets fired:

3D animation, lighting, texture, modeling, air ripple effects, compositing

Scene 15 - Demon character with fire legs:

Compositing, motion tracking

Scene 16 - Control room matte plate:

3D modeling, lighting, texture