

Bill Church
williamfchurch@gmail.com
www.wfchurchvfx.com
2013 CG Demo Reel Breakdown

The Campaign (2012): Baby Punch

Replaced baby face with CG model for punch effect. Responsible for all work.

CG Baby: Maya, Mental Ray, DMM for Maya and Photoshop

Modified a generic head mesh to match real baby. Textures, shading and lighting done to match real baby. Animated eyes closing/opening with blend shapes. Punching effect done with DMM for Maya and Maya sculpting tools. Baby slobber done with Maya particle fluids. Rendered in Mental Ray for Maya.

Compositing: After Effects

Keyed green screen of mother/baby footage with background. Removed baby from mother/baby footage. Warped and re-timed baby to react to punch. Warped and re-timed fist for punch effect. Color corrected different elements to match.

Dinner For Schmucks (2010): Vulture

Added CG vulture to shot. Responsible for all work.

CG Vulture: Maya, Mel, Mental Ray and Photoshop

Vulture modeled from ground up. Wrote Mel script tools to add and groom feathers using Maya's paint tools. Added Maya fur for fuzzy parts. Did textures, shading and lighting. Rigged vulture so it could be animated standing, unfolding wings and flying using FK/IK switching and blend shapes. Wing feathers rigged for flexing dynamics and manual aim constraints. Animated vulture performance with actor interactions. Vulture feeding done with Maya particle fluids. Rendered in Mental Ray.

Compositing: After Effects

Removed stand-in puppet from original footage.

Dinner For Schmucks (2010): Finger & Blood

Added flying finger and blood to first shot. Created second shot with finger, blood and table. Responsible for all work.

CG Finger, Blood and Table BG: Maya, Mental Ray and Photoshop

Models, textures, shading and lighting done for finger, blood and table. Rigged floppy finger. Finger flying and landing motion simulated with rigid body dynamics.

Compositing: After Effects

Added flying finger to BG footage. Re-timed footage so camera follows flying finger. Removed actor's finger in BG footage.

Dinner For Schmucks (2010): Vulture & Finger

Created shot with vulture, finger, blood and table. Responsible for all work.

CG Vulture, finger, blood and table: Maya, Mental Ray and Photoshop
(see vulture shots above)

We're The Millers (2013): Orca, Shark, Fish & Aquarium (footage from trailer)

Add aquarium with orca, shark and fish to FG green screen footage. Responsible for all work.

CG Orca: Maya and Photoshop

Modeled, textured, and shaded orca. Created complete orca rig with FK/IK switching and fin flop dynamics. Animated orca swimming and attacking.

CG Shark: Maya

Shaded existing shark model and textures. Rigged shark for swimming and flopping. Animated shark swimming and being attacked.

CG Fish: Maya and Photoshop

Modeled 6 different fish to fill aquarium. Textured and shaded fish with projected images. Rigged fish for procedural swimming. Animated schooling fish with particle instancing.

CG Aquarium: Maya, Mental Ray and Deadline

Shaded and lit aquarium environment. Rendered with Mental Ray and Deadline.

Compositing: After Effects

Keyed FG green screen footage and composited with CG BG aquarium. Rotoscoped fixes and added reflections to aquarium frame.

National Security (2003): Bee

Added Bee to shot. Responsible for all work.

CG Bee: Maya and Photoshop

Modeling, texturing, shading, rigging, animation, lighting and rendering all done for Bee.

Compositing: After Effects

Added bee to footage.

Daddy Daycare (2003): Wasps

Added wasps to nest. Responsible for all work.

CG Wasps: Maya, Photoshop

Modeling, texturing, shading, rigging, animation, lighting and rendering all done for Wasps.

Compositing: After Effects

Composited wasps on nest and in holes in nest.

Clear History (2013): Howard Cars (footage from trailer)

Added "Howard Cars" to freeway footage. Responsible for all work.

CG Cars: Maya, Mental Ray & Photoshop

Modeled cars from ground up. Did textures, shading, and lighting, including modeling an environment for reflections and shadows. Rigged rotating tires. Rendered in Mental Ray.

Compositing: After Effects

Added cars to freeway footage. Rotoscoped and replaced glass of real cars in front of CG cars.

Game Change (2012): McCain Jet

Added "McCain Jet" to airport footage. Responsible for all work.

CG Plane: Maya, Mental Ray, Photoshop

Modeled details and cleaned up stock model. Textured and shaded jet. Added jet wash effects with Maya particles. Match moved plane into panning shot. Did lighting to match real environment. Rendered in Mental Ray.

Compositing: After Effects

Composited plane behind SUV windows. Cleaned up markers for plane. Added lens distortion to plane.

Soul Plane (2004): Texas Air Jet & Soul Plane

Added "Texas Air" jet and "Soul Plane" into airport footage. Responsible for all work.

CG Planes: Maya, Electric Image, Photoshop

Modeled "Soul Plane" from ground up in Maya. Cleaned up stock model and added details for "Texas Air" plane. Textured both in Photoshop. Shaded in Electric Image. Created bouncy landing gear rigging and animated bounce. Shaded and rendered in Electric Image.

Compositing: After Effects

Composited planes into footage.

Austin Powers Goldmember (2002): Evil Sub, Mini & Environment

Created "Evil Sub" underwater scene and Added sub to dock footage. Oversaw both shots.

CG Evil Sub and Mini: Electric Image, Form Z

Cleaned up scanned models and added windows, hatches and details in Form Z. Shaded, rigged, animated models and added interactive lighting. Rendered in Electric Image.

CG Ocean Environment: Electric Image, Pusanami for EI

Simulated ocean surface with Pusanami. Shaded, lit and rendered in Electric Image.

Compositing: After Effects

Composited sub into dock footage. Tracked, lined up and color corrected yellow car to go into sub.

Zoolander (2001): M On Building

Added big M on top of building in moving footage. Responsible for all work.

CG M: Electric Image, Photoshop, Form Z

Modeled M in form Z. Did textures, shading, lighting and rendering. Match moved M by hand in Electric Image.

Compositing: After Effects

Added M to building.

Dinner For Schmucks (2010): Heart Balloon

Added inflating heart balloon to footage. Responsible for all work.

CG Heart Balloon: Maya, Mental Ray

Did Model, textures, shading, lighting and rendering. Inflate effect done with Maya cloth. Match moved in Maya.

Compositing: After Effects

Added heart balloon to shot.

Semi Pro (2008): Background Cars

Filled in background cars in parking lot footage. Responsible for all work.

CG Cars: Maya, Mental Ray

Did Textures, shading, match move, lighting and rendering.

Compositing: After Effects

Composited with rotoscoped FG elements. Added light flare elements.

Roscoe Jenkins (2008): Baseball

Added crazy curve ball baseball. Responsible for all work.

CG Baseball: Maya, Mental Ray, Photoshop

Did Model, textures, shading, match move, animation, lighting and rendering.

Compositing: After Effects

Added ball to shot.

Yes Man (2008): Smoke

Added smoke to motorcycle burn out footage. Responsible for all work.

CG Smoke: Maya, Mental Ray

Created smoke effects with Maya fluids. Match moved in Maya. Lighting and rendering done in Mental Ray.

Compositing: After Effects

Removed old skid marks from footage. Composited rider over smoke.

Yes Man (2008): Rain & Clouds

Created rainy scene from various elements. Responsible for all work.

CG Rain & Clouds: Maya, Mental Ray

Added rain and splash effects with Maya particles. Created new stormy clouds with Maya fluids. Did match move, shading, lighting and rendering.

Compositing: After Effects

Keyed green screen footage of actors walking and rotoscoped feet. Actors tracked into background footage of farmland. Color corrected footage for cloudy lighting. Color matched differently lit elements.

Meet The Fockers (2004): Ocean Water & Palm Trees

Added ocean water and palm trees to footage. Responsible for all work.

CG Water: Maya, Mental Ray

Water created with Maya ocean shading and textures. Lit with interactive shadows and rendered to match footage.

CG Palm Trees: Maya, Mental Ray

Modeled and animated trees with Maya paint effects. Did textures, shading, lighting and rendering.

Compositing: After Effects

Added elements to shot.

Pick Of Destiny (2006): Hell Hole

Created "Hell Hole" for footage. Responsible for all work.

CG Hell Hole: Maya, Mental Ray, Photoshop

Did modeling, textures, shading, lighting and rendering. Debris done with Maya particles, instancing and rigid body dynamics. Smoke added with Maya fluids. Animated hole closing.

Compositing: After Effects

Added "Hell Hole" to shot.

Dinner For Schmucks (2010): Vulture

Created moon footage and added vulture. Responsible for all work.

CG Vulture: Maya, Mental Ray, Photoshop

(see vulture shots above)

Compositing: After Effects

Created BG moon footage from stills. Added atmospheric effects with distortions.