

Bill Church

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2013 Compositing Demo Reel Breakdown

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

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

CG Orca, Shark, Fish and Aquarium: Maya, Photoshop

Did modeling, textures, shading, rigging, animation, lighting and rendering for all CG elements.

Compositing: After Effects

Keyed FG green screen footage and composited with CG aquarium. Rotoscoped fixes and added reflections to aquarium frame. Did color correction and color matching.

The Campaign (2012): Baby Punch

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

CG Baby: Maya, Mental Ray and Photoshop

Did modeling, textures, shading, effects, animation, lighting and rendering for all CG elements.

Compositing: After Effects

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

The Campaign (2012): Baby Punch

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

CG Baby: Maya, Mental Ray and Photoshop

Did modeling, textures, shading, effects, animation, lighting and rendering for all CG elements.

Compositing: After Effects

Rotoscoped and patched to remove baby from footage. Added baby back in and animated punching effect by warping and re-timing baby. Composited CG baby and color matched elements.

The Campaign (2012): Billboard

Replaced billboard image with artwork from show. Responsible for all work.

Compositing: After Effects

Tracked and warped new billboard artwork. Color matched and enhanced with light and shadow effects.

Game Change (2012): Cosmetic Fixes

Fixed makeup and wig issues. Responsible for all work.

Compositing: After Effects

Tracked and warped clean patches to fix cosmetic issues. Animated color correction on patches to match changing light and skin tone.

Life As We Know It (2010): Day For Night

Combined nighttime footage of house and daytime footage of car in a day for night scene. Responsible for all work.

Compositing: After Effects

Tracked night footage of house to match camera move in car footage. 3D tracked and warped clean plate of driveway to remove shadows. Color corrected car footage to match night scene. Cleaned up bright reflections and glints on car. Added headlight illumination on driveway. Added taillight and headlight glows.

Dinner For Schmucks (2010): Magazine Cover

Replaced magazine cover with artwork from show. Responsible for all work.

Compositing: After Effects

Tracked and warped new cover art. Rotoscoped fingers and shadows back over. Animated color correction to match lighting on original cover.

Dinner For Schmucks (2010): Cleanup

Removed makeup effects from actress. Responsible for all work.

Compositing: After Effects

Tracked and warped clean patches. Animated color correction to match changing light and skin tone.

Observe And Report (2009): Reflection Replacement

Replaced reflection of camera truck in car. Responsible for all work.

Compositing: After Effects

Tracked and warped reflection element to car. Animated color correction to match old reflections and changing light.

Yes Man (2008): Green Screen Track Composite

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

CG Rain & Clouds: Maya, Mental Ray

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

Compositing: After Effects

Keyed footage of actors and rotoscoped feet. Tracked separate camera moves of actors and panning farmland footage together. Rotoscoped shadows for actors. Rotoscoped and replaced sky with CG clouds. Added CG rain and color corrected separate elements to create a rainy scene.

Love Guru (2008): Green Screen Composite

Composited green screen of actor with background footage and added mist elements. Responsible for all work.

Compositing: After Effects

Keyed green screen footage of actor. Removed extra stage lighting reflections from actors eyes, with patches and rotoscoping. Added mist elements, and tracked mist and BG to FG. Adjusted lighting on actor to better match scene. Color corrected elements to match.

Recount (2008): Add People To Crowd

Filled in crowd with extra people. Responsible for all work.

Compositing: After Effects

Tracked shot in 3D and imported move into 3D composite. Came up with camera info for shooting extras. Tracked in extras to scene. Keyed green screen footage of extras. Rotoscoped shadows for extras and FG elements. Color corrected elements to match.

Semi Pro (2008): Green Screen Composite

Composited actor footage and green screen footage of bear. Responsible for all work.

Compositing: After Effects

Keyed green screen footage of bear. Rotoscoped fixes and color corrected to match.

Baby Mama (2008): Day For Night

Created nighttime scene from daytime footage. Responsible for all work.

Compositing: After Effects, Photoshop

Color corrected daytime footage to look like night. Added glowing windows, doors and spill lighting with rotoscoping/paint in After Effects and Photoshop. Rotoscoped FG trees and elements over lighting effects.

Charlie Bartlett (2007): Video Look

Created video look from high resolution footage. Responsible for all work.

Compositing: After Effects

Added effects and color correction to achieve a video look to shows taste. Provided many samples with different layers of effects to choose from.

Meet The Fockers (2004): TV Composite

Added film footage to TV green screen. Responsible for all work.

Compositing: After Effects

Keyed green screen of TV and added film footage. Color corrected footage to look like TV footage. Added reflections and TV monitor effects.

Zoolander (2001): Wire Removal

Removed actor's stunt wires from footage and fixed color issues. Responsible for all work.

Compositing: After Effects

Painted and patched footage to remove wire. Rotoscoped and color corrected footage to fix color shift.

Dinner For Schmucks (2010): Vulture

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

CG Vulture: Maya, Mental Ray, Photoshop

Did modeling textures, shading, rigging, animation, lighting and rendering for vulture.

Compositing: After Effects, Photoshop

Created moon background with painting and stock photos. Added moon glow and atmospheric distortion effects. Added CG vulture.