

Demo Reel Breakdown

Running Time: 3½ minutes

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(contact info)



Bolt: Two Trailer Shots Shown (Additional Work Currently Unavailable)
Title: Lighter/Compositor
Description: Lit and comped shots. Added multiple EFX elements, reflections, and shadows. Used ambient occlusion and indirect lighting. Also responsible for multiple sequence key shots.
Software: Maya, Lumiere (Disney Proprietary Lighting Software) and Shake



Meet the Robinsons: Multiple Shots
Title: Lighter/Compositor
Description: Lit and comped all shots. Added multiple EFX elements, reflections, and shadows. Used ambient occlusion on backgrounds.
Software: Maya, Lumiere (Disney Proprietary Lighting Software) and Shake



Chicken Little: Multiple Shots
Title: Lighter/Compositor
Description: Lit and comped all shots. Added multiple EFX elements, reflections, and shadows. Used ambient occlusion on backgrounds.
Software: Maya, Lumiere (Disney Proprietary Lighting Software) and Shake



Spider-Man 2: Rescuing Kids
Title: Lighter/Compositor
Description: Pulled bluescreen mattes from kids and roto'd where needed. Lit Spiderman and re-timed kids to match Spiderman's animation. Also added web EFX.
Software: BIRPS and Bonsai (Sony Proprietary Lighting and Compositing Software)



Spider-Man 2: Multiple Doc Ock Shots
Title: Lighter/Compositor
Description: Lit and comped Doc Ock's tentacle's. Used reflection and ambient occlusion on Doc Ock. Pulled bluescreen mattes. Color corrected background plates. Created shadows and reflection passes.
Software: BIRPS and Bonsai (Sony Proprietary Lighting and Compositing Software)



Spider-Man 2: Multiple Train Shots
Title: Lighter/Compositor
Description: Pulled bluescreen mattes. Color corrected background plates. Added web EFX, CG train tracks, and CG buildings.
Software: BIRPS and Bonsai (Sony Proprietary Lighting and Compositing Software)



X-Men 2: Multiple Cerebro Shots
Title: Compositor
Description: Pulled mattes in Primatte and Ultimatte. Tracked and stabilized greenscreen foreground. Moving people were a combination of multiple layers and offsetting the frame range. Added CG rays, beams and volume. Helped create the look of the CG background map.
Software: Shake and Cineon



Reign of Fire: Dragon in Elevator Shaft
Title: Compositor
Description: Created an animated atmospheric effect to give the illusion of the dragon emerging from the smoke. Background mattes were pulled and animated using a proprietary fogShader node and z-depth mattes. Also added the camera shake.
Software: Shake



Reign of Fire: Dead Dragon
Title: Compositor
Description: The fogShader was used again on the CG dragon to match the smokey background plate. Added multiple layers of CG smoke, burnt ground elements, CG fire, and interactive fire flicker.
Software: Shake