

Shot Breakdown for Arturo Revilla.

Golden gate



- Removed the railing and the stripe.
- Erased the Golden Gate
- Matte painting of the water to remove the bridge reflection
- Matte painting of the city pre-Golden Gate.
- Removed the cyclist



The shot was tracked using Matchmover Pro and imported into Cinema 4D. The compositing was done in After effects.

Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

Baseball Field



The shot was tracked using Matchmover Pro and imported into Cinema 4D. The 3D elements are used to validate the matchmove.

Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

Standing woman



The shot was tracked using Matchmover Pro and imported into Cinema 4D. The 3D elements are used to validate the matchmove.

Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

Night for Day.



The matte painting was created by altering the image in Photoshop to make it look 100 years old and to be a night shot.
Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

Video iPod



This shot required to track the screen and add video to it. Completely tracked and composited in After Effects

Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

Smoke



This shot required to track the building and add smoke to it. Completely tracked and composited in After Effects

Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

Lightsaber duel



This shot required to extract the fighters from the bluescreen, add the saber and color correct it to match the background. Completely rotoscoped and composited in After Effects

Footage obtained as a member of the PixelCorps (www.pixelcorps.com)

