

Shot list for John Higbie's VFX sample reel

This version of my sample reel only contains material from my feature film project MAGIC MENTAH. Please write for login info for the version containing shots from JOURNEY TO THE CENTER OF THE EARTH.

MAGIC MENTAH, Odd Angle / John Higbie

Software: SynthEyes, Maya, After Effects with Primatte, Photoshop

Camera: Panasonic AG-HVX200 (DVCPRO HD)

Designed & created all visual effects except as noted. Most 3D models are modifications of pre-existing. Shaders are Higbie's. All live-action was virtual-set.

Highlights:

M1 Created godroid chest excavation. Composite used multiple depths of 2d motion blur based on pixel motion vectors from Mental Ray shader.

M2 Vidion displays added in post (practical prop with cg glass screen). Animated roto matte around actor's mouth where it crosses vidion (blue vidion standin was too small).

M3 Vidion props added in post. Fg hourglass was already in the plate.

M4 Modelled rusty box. 2-1/2d look for still-life is intentional. Modelled certain kitchen setpieces.

M9 Matchmoved flying vidion for glass screen.

M12 Modelled kiosk upper & innards. Animated roto-matte to replace practical fence pipe frame behind actors.

M13-M14 Compositing only.

M15 Layout in Maya using 2D elements and two live-action plates.

M16 Camera track. Glass brain set bg distorts ship hull beyond. (Neurons animated by Dave Hettmer.)

M17 Modelled cockpit props except clipboard & bins. Dashboard is cg, except actual controls.

M18 Same Goon both sides. Exhaust is practical elements.

M19 Composite only.

M20 Improvised camera boom for pilot plate & tracked. Modelled cockpit props.

M21 11 passes motion control for practical prop (prop fab'd by Charls Daniels). Additional moco for close orange-suited extra. Tracked camera move.