



# Adem Jaffers

## Resume [Concise]



---

### Contact Details

Mobile 0409 182 912 (+61 409 182 912)  
Email amjaffers@gmail.com  
URL www.amjaffers.com  
Home Queen St Goodna QLD 4300  
Postal P.O. Box 12139 A'Beckett St  
Melbourne Victoria Australia 8006

---

### Profile

I thoroughly enjoy advancing my craft by meeting and overcoming new challenges through applying a strong skill base of lateral problem solving, a self motivated dedication to meeting tight deadlines and an enthusiasm to become the best I can possibly be. I continually strive to be part of production teams involved in innovative and stimulating visual ideas.

---

### Employment History

|                   |  |         |
|-------------------|--|---------|
| Liquid Animation  | Lead Compositing & 3d Animation / Lighting | 2006-07 |
| Unreal Pictures   | Lead Compositing, Modeling & 3d Animation  | 1995-04 |
| ACTF              | Modeling & 3d Animation                    | 2000-01 |
| Aslan Productions | Compositing                                | 2008    |
| Trilobite         | Compositing & 3d Animation                 | 1999+05 |

---

### Achievements

|  |         |
|--|---------|
| Produced 5 yearly live TV Computer Art performance events          | 1990-95 |
| Best Computer Assisted Animation – Bathurst Film Festival          | 1994    |
| Exhibited at Siggraph and National Gallery of Victoria             | 1993    |
| Created a Video Art DVD using a Game engine - music by Ollie Olsen | 2002    |

---

### Skills

Operating as a compositor and 3d animator over the years I've become proficient with blue/green screen keying, roto-scoping, cloning, grading, 3d/2d tracking, match-moving, wire/rig removal, bg matte paintings, product cleanup, particle fx, motion graphics, 3d lighting, modeling, 2/3d animation and texturing.

## Hard / Software

---

|          |  |
|----------|--|
| Software | Digital Fusion (Fusion), Combustion, After Effects<br>3ds Max, Photoshop and Boujou. |
| Hardware | PC (All Windows flavours), Mac OSX<br>Linux (Redhat), Unix                           |

## Qualifications

---

Completed online Java Programming course with Open Learning  
Australia at RMIT in 2001.

Completed an Assoc. Dip. in Computer Aided Art and Design at RMIT  
Victoria in 1994.

## Credits

---

|                          |                            |                       |
|--------------------------|----------------------------|-----------------------|
| Loosing Sleep            | Music Video by Silverchair | Lead FX Compositing   |
| Fristi                   | TVC                        | Lead Compositing      |
| Singtel                  | TVC                        | Lead Compositing      |
| Disney                   | Mobisodes                  | Lighting TD & Ld Comp |
| Zone 39                  | Feature Film & Game        | 3d                    |
| Bad Egg                  | Feature Film               | Compositing           |
| Noah & Saskia            | TV Series                  | 3d & Compositing      |
| Legacy of Silver Shadow  | TV series                  | 3d & Compositing      |
| Crash Zone               | TV series (2 seasons)      | 3d & Compositing      |
| Plasmo                   | TV series                  | Compositing           |
| Mr Ponko                 | TV series – Pilot          | 3d                    |
| Prophecies & Predictions | TV Doco                    | 3d & Compositing      |
| M&M                      | TVC & Web                  | 3d                    |
| Mars Bar                 | TVC                        | 3d                    |
| Just Jeans               | TVC                        | 3d                    |
| KAHooTZ                  | Game                       | 3d                    |
| Melodie Mars             | Game Cinematic             | Editing               |
| Tiny Little Engines      | Music Video                | 3d & Compositing      |
| SWM                      | Music Video (DVD)          | VJ-ing                |

## Interests

---

Programming in LOGO for Lego Robotics systems  
Video (VJ'ing) and Lighting presentations for events  
Play Aussie Rules (Football) and Cricket seasonally

## Referees

---

|   |   |   |
|---|---|---|
| Rob Vidovich<br>Office Manager<br>Liquid Animation<br>+61 7 3363 5300 | Bruce Curry<br>Animation Director<br>Trilobite<br>+61 3 9646 4566 | Paul Nichola<br>VFX Director<br>Productions ACTF<br>+61 408 550 128 |
|---|---|---|

# Adem Jaffers

## Showreel vfx breakdown – page 01

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



### SHOT-01

**Fusion                      Lead Composer                      Macdonald's 24hrs                      TVC**

Enhance & add glows to signage and bg building layers. Lumakey, roto and silhouette individual people. Render out several 2d crowd layers for inclusion in 3d scene/renders. Composite all layers and final grading - including ensuring Macdonald's sign colors are to spec.



### SHOT-02

**Fusion                      Lead Composer                      Macdonald's 24hrs                      TVC**

Full sequence - see Shot-01 for VFX breakdown.



### SHOT-03

**Combustion                      Lead Composer                      Destroy All Humans                      Game Cinematic**

Create hologram look. Add glows, grain and rolling bars. Composite bg layer. Final grading.



### SHOT-04

**Combustion                      Lead Composer                      Destroy All Humans                      Game Cinematic**

Enhance star field by adding glows and a blueish nebulae feel. Create multiple Earth atmosphere layers and comp with separate cloud layers to create depth. Blend multiple missile layers and create thruster fire. Composite all layers along with Alien mothership. Final grading.



### SHOT-05

**Combustion                      Lead Composer                      Destroy All Humans                      Game Cinematic**

See SHOT-03 for tv screen hologram treatment. Add glow details on Alien and cabin lights via use of RPF channels. Composite all layers - including shadow and specular passes. Final grading.



### SHOT-06

**Combustion                      Lead Composer                      Destroy All Humans                      Game Cinematic**

Composite mothership and multiple explosion layers. Re-frame (via animated transform) the space scene to sync with camera move on eyeball. Composite sky, tents, grass and multiple people layers Final grading.

*Note: This was originally two separate shots – see shot below.*



### SHOT-06 (Cont)

**Combustion                      Lead Composer                      Destroy All Humans                      Game Cinematic**

*Note: See shot description above*

# Adem Jaffers

## Showreel vfx breakdown – page 02

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



**SHOT-07**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Add depth of field and moblur. Composite all layers. Final grade.



**SHOT-08**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene, including volumetrics for headlamps. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create multiple particle snow flake layers. Add depth of field. Composite all layers. Final grade.



**SHOT-09**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene, including volumetrics for headlamps. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create multiple particle rain drop layers. Add vehicle reflections on road surface. Composite all layers. Final grade.



**SHOT-10**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene. Create or adjust all textures in scene. Render out bg (cloud, building, lit windows, road) and character passes as RPFs. Create multiple rain drop layers. Add moblur. Composite all layers. Final grade.



**SHOT-11**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene; Including lightning flashes. Create or adjust all textures in scene. Render out bg (inc lamp shades) and character passes as RPFs. Add motion blur. Composite all layers. Final grade.



**SHOT-12**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene; Including lightning flashes and interactive ghost lighting. Create or adjust all textures in scene. Render out bg (inc lamp shades), character and multiple ghost passes as RPFs. Add moblur. Composite all layers. Final grade.



**SHOT-13**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**  
Light scene; Including interactive ghost and trolley lamp lighting. Create or adjust all textures in scene. Render out bg (inc cave and trolley lamps), trolley, character and multiple ghost passes as RPFs. Add moblur. Composite all layers. Final grade.

# Adem Jaffers

## Showreel vfx breakdown – page 03

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



**SHOT-14**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene. Create or adjust all textures in scene. Render out bg (houses, clouds, trees), shadow and character passes as RPFs. Add motion blur. Composite all layers. Final grade.



**SHOT-15**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene; Including interactive fireplace lighting. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Add motion blur. Composite all layers. Final grade.



**SHOT-16**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene; Including interactive pumpkin lighting. Create or adjust all textures in scene. Render out bg (inc sky, houses, trees) and character passes as RPFs. Add depth of field. Composite all layers. Final grade.



**SHOT-17**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Add depth of field. Roto paint-on screen mask. Composite all layers. Final grade.



**SHOT-18**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene; Including caustics and volumetrics. Create or adjust all textures in scene. Render out bg (inc sea bed, ship) passes as RPFs. Create particle debris and bubble layers. Composite all layers. Final grade.



**SHOT-19**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene; Including volumetrics. Create or adjust all textures in scene. Render out bg passes as RPFs. Create particle bubble layers. Composite all layers. Final grade.



**SHOT-20**  
**After Effects & 3ds Max**      **Lead Composer & Lighting TD**                      **Disney**                                      **Mobisode**

Light scene; Including simulated caustics and volumetrics. Create or adjust all textures in scene. Render out bg (inc sea bed) and character passes as RPFs. Create particle bubble layers. Composite all layers. Final grade.

# Adem Jaffers

## Showreel vfx breakdown – page 04

*Shot-#*

*Software*

*Role*

*Production*

*Type*



### SHOT-21

**After Effects  
& 3ds Max**

**Lead Composer  
& Lighting TD**

**Disney**

**Mobisode**

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create lightning and turbine bolts layers. Composite all layers. Final grade.



### SHOT-22

**After Effects  
& 3ds Max**

**Lead Composer  
& Lighting TD**

**Disney**

**Mobisode**

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Create lightning, turbine bolts and interactive lighting passes. Composite all layers. Final grade.



### SHOT-23

**After Effects  
& 3ds Max**

**Lead Composer  
& Lighting TD**

**Disney**

**Mobisode**

Light scene; Including interactive ghost and lamp lighting. Create or adjust all textures in scene. Render out bg and multiple ghost passes as RPFs. Composite all layers. Final grade.



### SHOT-24

**After Effects  
& 3ds Max**

**Lead Composer  
& Lighting TD**

**Disney**

**Mobisode**

Light scene; Including volumetrics. Create or adjust all textures in scene. Render out bg and hunny pot passes as RPFs. Composite all layers. Final grade.



### SHOT-25

**After Effects  
& 3ds Max**

**Lead Composer  
& Lighting TD**

**Disney**

**Mobisode**

Light scene. Create or adjust all textures in scene. Render out bg and character passes as RPFs. Composite all layers. Final grade.



### SHOT-26

**Fusion**

**Lead Composer**

**Fristi**

**TVC**

Live action plates shot (very poorly) against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped fence (top) line and top halves of kids bodies. Cloned and created fence extensions on right of frame. Comped in all trees, plants, buildings (3d and stock shots) and clouds (sky). Roto-scoped, keyed and inserted kids onto 3d balcony. Moved table towards center of screen and extended table and table cloth toward left edge of frame then re-populated table with extra product Added 3d shuttlecock, mechanical crab pincers, 3d debris and grass opening (which was shot on separate plate). All 3d and photo elements were (3d - Boujou) tracked into shot. Finally I added motion blur to FG action and camera shake. Final Grading.

# Adem Jaffers

## Showreel vfx breakdown – page 05

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



### SHOT-27

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Camera move was tracked (3d - Boujou). Roto-scoped boy (left of frame) and girl (right of frame) to create matte shape for inclusion of grass and 3d debris from ants bursting out of ground. Tracked in hole in ground including the entire surrounding grass area - which was taken from a still frame off a clean take. Faked kids shadows had to be added back onto clean grass area. Comped in ants, multiple debris passes and 3d animated opening of hole. Final Grading.



### SHOT-28

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot (very poorly) against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped fence (top) line. Extended bg with 3d walls/fences, trees, plants, vines and grass. Roto-scoped, keyed and inserted separate plate of kids onto 3d balcony. Comped in hole in grass, 3d debris, ants and shadows. Final Grading.



### SHOT-29

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Comped 3d ant, scientist, clouds (sky) and debris. Final Grading.



### SHOT-30

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot (very poorly) against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped fence (top) line and top halves of kids bodies. Moved table towards center of screen and extended table and table cloth toward frame left edge then re-populated table with extra product Comped in all trees, plants, buildings (3d and stock shots) and clouds (sky). Plants on balcony were animated (warped). I animated 3d ribbons and comped into balcony. Roto-scoped, keyed and inserted kids onto 3d balcony. Added 2d camera truck-in. Roto-scoped (hero FG) kids to create matte shapes for beginning of transformation sequence where kids become 3d Manga style super heroes. Final Grading.



### SHOT-31

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot on location. Roto-scoped and stitched together several plates of bg kids playing in water - also 4 pairs of fg kids were roto-scoped from separate plates. Roto-scoped and added kid on tire tube (far left of frame). Roto-scoped and added in kids standing on far right side of water slide. Comped in animated water coming down water slide (bg center rear). Comped in 3d scientist and surfboard (inc jet thruster vapor). Comped in water slide digital matte painting. Added clouds (sky) and extended sky vertically. Animated 2d camera tilt-up. Added highlights on water. Added camera shake. Final Grading.



### SHOT-32

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot against green screening in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Added motion blur to camera move to blend matte shape edges. Comped in clouds (sky), 3d water slide openings - including their interior caustics, animated rope ladder, scientist on surfboard (inc jet thruster vapor) and hand railing hit by surfboard. Extended ships main mast (left of frame). Final Grading.

# Adem Jaffers

## Showreel vfx breakdown – page 06

Shot-#

Software

Role

Production

Type



### SHOT-33

**Fusion**

**Lead Compositor**

**Fristi**

**TVC**

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide opening - including its interior caustics, rope ladder, scientist on surfboard (inc jet thruster vapor and reflection on floor) and hand railing hit by surfboard. Final Grading.



### SHOT-34

**Fusion**

**Lead Compositor**

**Fristi**

**TVC**

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide opening - including its interior caustics, rope ladder and scientist on surfboard (inc jet thruster vapor). Extended ships main mast (left of frame). Added camera shake. Final Grading.



### SHOT-35

**Fusion**

**Lead Compositor**

**Fristi**

**TVC**

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Roto-scoped rope ladder and clone/repeated rope railing on left of frame. Extended ships main mast on right of frame. Cloned/extended floor on right and rear of plate. Comped in clouds (sky), scientist on surfboard (inc jet thruster vapor and reflection on floor), 3d water slide tubing (left of frame) and dragon head water slide opening - including its interior caustics. Added camera shake and slow 2d camera truck-in. Final Grading.



### SHOT-36

**Fusion**

**Lead Compositor**

**Fristi**

**TVC**

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide openings - including their interior caustics, animated rope ladder. Extended ships main mast (left of frame). Final Grading.

*\*\* Please note - for this shot only the scientist, surfboard (including jet thruster vapor), camera shake and dragon mouth interior and caustics were composited over my finished bg plate by another compositor.*



### SHOT-37

**Fusion**

**Lead Compositor**

**Fristi**

**TVC**

Live action plates shot against green screen in studio. Shot required extensive junk matting and cloning to acquire clean plate. Including fencing rope and top half of kids bodies. Comped in clouds (sky), 3d water slide opening - including its interior caustics, rope ladder and scientist on surfboard (inc jet thruster vapor). Extended ships main mast (left of frame). Roto-scoped fg kids to create matte shapes for beginning of transformation sequence where kids become 3d Manga style super heroes. Final Grading.



### SHOT-38

**Fusion**

**Lead Compositor**

**Fristi**

**TVC**

Live action plates shot (very poorly) against green screen in studio. Comped in clouds (sky), sea, 3d headlands and swaying palm trees. Keyed and roto-scoped fg kids, sand castle and people walking in background (taken from a separate shot). Final Grading.

# Adem Jaffers

## Showreel vfx breakdown – page 07

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



### SHOT-39

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot (very poorly) against green screen in studio. Comped in sky and bloom. Animated and comped in particles of sand. Continued camera zoom by extending chest sides with underground tunnel - which I modeled and lit. Added motion blur. Final Grading.



### SHOT-40

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot (very poorly) against green screen in studio. Several beach crowd plates were shot on location, then stitched together to create extended bg crowd scene. Sea was warped to fit shape of beach. Roto-scoped matte shapes of fg kids to add sand debris. Comped in 3d headlands and palm trees. Masked and comped in sand castle from a still photo. Blended bg beach sand and fg studio sand. Comped in and vertically extended clouds (sky). Created 2d camera tilt. Final Grading.

*\*\*Please note - mechanical crab and debris were comped by another compositor*



### SHOT-41

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Live action plates shot (very poorly) against green screen in studio. Comped in clouds (sky), 3d headlands and swaying palm trees. Roto-scoped fg kids to create matte shapes for beginning of transformation sequence where kids become 3d Manga style super heroes. Final Grading.



### SHOT-42

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Partial visual breakdown of Shot-31. Live action plates shot on location. Roto-scoped and stitched together several plates of bg kids playing in water - also 4 pairs of fg kids were roto-scoped from separate plates. Roto-scoped and added kid on tire tube (far left of frame). Rotoscoped and added in kids standing on far right/rear of frame. Comped in 3d scientist and surfboard (inc jet thruster vapor). Comped in cliffs and mountain range. Added clouds (sky) and extended sky vertically. Mountain range was stitched together using several stock photos. Animated 2d camera tilt-up. Added highlights on water. Created and comped in 2d particle waterfall on cliff face. Added camera shake. Final Grading. *\*\* Please note - shot 31 (above) was recreated here using a modified bg digital matte painting (instead of the original water slide) as a visual breakdown exercise for inclusion in the (then new) Liquid VFX reel.*



### SHOT-43

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Partial visual breakdown of Shot-38.

Live action plates shot (very poorly) against green screen in studio. Comped in clouds (sky), sea, 3d headlands and swaying palm trees. Keyed and roto-scoped fg kids, sand castle and from a separate shot - the people walking in background. Final Grading.



### SHOT-44

**Fusion**                      **Lead Composer**                      **Fristi**                                      **TVC**

Partial visual breakdown of Shot-40. Live action plates shot (very poorly) against green screen in studio. Several beach crowd plates were shot on location, then stitched together to create extended bg crowd scene. Sea was warped to fit shape of beach. Roto-scoped matte shapes of fg kids to add sand debris. Comped in 3d headlands and palm trees. Masked and comped in sand castle from a still photo. Blended bg beach sand and fg studio sand. Comped in and vertically extended clouds (sky). Created 2d camera tilt. Final Grading.

# Adem Jaffers

## Showreel vfx breakdown – page 08

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



**SHOT-45**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plate shot in studio. Roto-scoped hand to create a mask to comp in 3d LCD interface. Shot was stabilised then unstabilised once LCD screen was added.



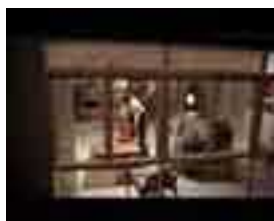
**SHOT-46**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plate shot in studio. Roto-scoped women to create a mask to comp in 3d LCD interface. Running machine LCD was 2d tracked. Though due to straying tracked keys (as women obscures parts of running machine) this shot required a bit of manual keyframe massaging to lock in the 3d LCD interface.



**SHOT-47**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plate shot in studio. Comped multiple phone passes.



**SHOT-48**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plate shot in studio. Comped multiple MIO modem passes.



**SHOT-49**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
**& 3ds Max**  
Live action plate shot in studio. Scene was 2d tracked to lock in roto-scoped window masks. Photographs of the outside night scene was mapped and rendered in 3d to achieve correct angles of reflection.



**SHOT-50**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
**& 3ds Max**  
Live action plate shot in studio. Scene was 2d tracked to lock in roto-scoped window masks. Photographs of the outside night scene were mapped and rendered in 3d to achieve correct angles of reflection. Woman was roto-scoped to create matte shape for comping in reflection of interior.



**SHOT-51**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
**& 3ds Max**  
Live action plate shot in studio. Shot was stabilised then masks were created and reflections were comped in, then shot was unstabilised. Photographs of the outside night scene were mapped and rendered in 3d to achieve correct angles of reflection. Man was roto-scoped to create matte shape for comping in reflection of interior.

# Adem Jaffers

## Showreel vfx breakdown – page 09

*Shot-#*  
*Software*                      *Role*                                      *Production*                                      *Type*



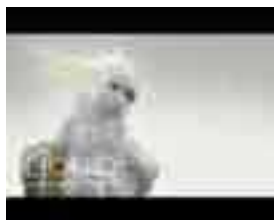
**SHOT-52**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plate shot in studio. Multiple passes of 3d phone comped into shot. Undesirable shadow (left of frame) was removed. Cloned and painted out damaged corners and edges of MIO product box.



**SHOT-53**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plates shot (very poorly) against green screen in studio. Parrot and remote matte shapes were created via roto-scoping alone as a clean key was near impossible. Remote control was replaced with a still version lifted from start of sequence due to undesirable wobbles once parrot mounted remote. Original parrot reflection was stabilised and tracked back onto remote. Parrot was graded towards blue-white palette. Graduated background added.



**SHOT-54**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plates shot (very poorly) against green screen in studio. Parrot and remote matte shapes were created via roto-scoping alone as a clean key was near impossible. Parrot was graded towards blue-white palette. Hand animated shadows and graduated background added to shot.



**SHOT-55**  
**Fusion**                      **Compositor**                                      **Singtel**                                      **TVC**  
Live action plates shot (very poorly) against green screen in studio. Parrot matte shape were created via roto-scoping alone as a clean key was near impossible. Motion blur added to parrots head to blend mask edges. Parrot was graded towards blue-white palette. Graduated background added to shot.



**SHOT-56**  
**Fusion**                      **Lead Compositor**                                      **Silverchair**                                      **Music Video**  
Live action plates shot on location. Shot (2d) tracked then roto-scoped man to comp in lightning bolts and the (3d particle) impact sparks.



**SHOT-57**  
**Fusion**                      **Lead Compositor**                                      **Silverchair**                                      **Music Video**  
Live action plates shot on location. Shot (2d) tracked then roto-scoped man to comp in lightning bolts and the (3d particle) impact sparks.

# Adem Jaffers

## Showreel vfx breakdown – page 10

*Shot-#*

*Software*

*Role*

*Production*

*Type*



### **SHOT-58**

**Fusion**

**Lead Compositor**

**Silverchair**

**Music Video**

Live action plates shot on location against green screen. Started with a single pre-edited shot. With the changing head shapes, sizes, framing of each shot and lighting conditions meant that all masks, keying setting and lightning bolt start/end arcing positions required frequent key framing. The head sequence was partially keyed and the rest roto-scoped; then comped onto a 3d Frankenstein like head stand. All lightning bolt arcings, plasma face traces, head stand globe glows and side lamp flashes were animated on/off timed sequentially to the practical strobe lighting.



### **SHOT-59**

**Fusion**

**Compositor**

**Frog**

**Animation Test**

**& 3ds Max**

Log picture was camera mapped onto 3d geometry to gain some perspective. Stock footage of a lush water fall was comped into bg. Several staggered layers of vegetation photographs were cloned and pieced together to create a sense of depth. Various 3d particle based insects animated and comped between vegetation layers. Animated masks to reveal frog wireframe were created. Sequential defocussing of layers used to create a camera focus pull. Final grading.