

# JOHN KITCHING

## 2009 SHOWREEL

### SHOT LIST

#### SHOT 1

Project: Man vs Wild "*Unstoppable*" TV Spot, 2008

Client: Discovery Channel

Studio: Umeric, Sydney

Software: Shake, Particle Illusions

Contribution to Shot:

- Integrating multipass CG renders with RED Footage
- Creating impact dust particle effects
- Final Grade



#### SHOT 2

Project: Man vs Wild "*Unstoppable*" TV Spot, 2008

Client: Discovery Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Selective grading of BG foliage
- Paint cleanup of BG plate
- Integrating multipass CG renders with RED Footage
- Final grade



#### SHOT 3

Project: Man vs Wild "*Unstoppable*" TV Spot, 2008

Client: Discovery Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Selective grading of BG foliage
- Integrating multipass CG renders with RED Footage
- Final grade



#### SHOT 4

Project: "Playground" TV Spot, 2009

Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Compositing/Grading of matte painting
- Compositing 3D Multipass renders with RED footage
- Animating warp effects on balloon
- Greenscreen keying /tracking/composition of crowd elements
- Integrating crowd elements with matte painting
- Final Grade



#### SHOT 5

Project: "Playground" TV Spot, 2009

Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Greenscreen keying of RED footage
- Keying/Assembling/Tracking foreground and background crowd
- Final colour grade



#### SHOT 6

Project: "Playground" TV Spot, 2009

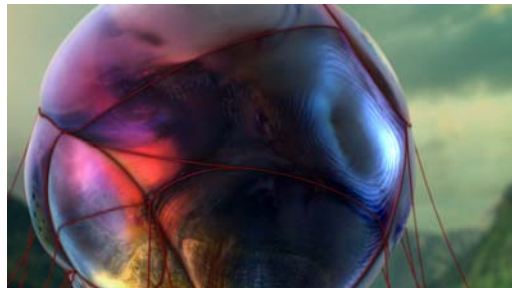
Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Compositing/Grading of matte painting
- Compositing 3D Multipass renders with RED footage
- Animating warp effects on balloon
- Greenscreen keying /tracking/composition of crowd elements
- Integrating crowd elements with matte painting
- Final Grade



### SHOT 7

Project: "Playground" TV Spot, 2009

Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Greenscreen keying of RED footage
- Keying/Assembling/Tracking foreground and background crowd
- Final colour grade



### SHOT 8

Project: "Playground" TV Spot, 2009

Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Compositing/Grading of matte painting
- Compositing 3D Multipass renders with RED footage
- Animating warp effects on balloon
- Greenscreen keying /tracking/composition of crowd elements
- Integrating crowd elements with matte painting
- Final Grade



### SHOT 9

Project: "Playground" TV Spot, 2009

Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Greenscreen keying of RED footage
- Keying/Assembling/Tracking foreground and background crowd
- Final colour grade



## SHOT 10

Project: "Playground" TV Spot, 2009

Client: MTV Music Channel

Studio: Umeric, Sydney

Software: Shake

Contribution to Shot:

- Compositing/Grading of matte painting
- Compositing 3D Multipass renders with RED footage
- Animating warp effects on balloon
- Greenscreen keying /tracking/composition of crowd elements
- Integrating crowd elements with matte painting
- Final Grade



## SHOT 11

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake

Contribution to Shot:

- Rotoscoping foreground characters
- Compositing newsreel footage into BG
- Adding light effects/smoke
- Darkening BG



## SHOT 12

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake

Contribution to Shot:

- Removing all green foliage from foreground tree
- Animating tree branches swaying in wind
- Painting horses back over matte painting of windmill/fence on screen right



### SHOT 13

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake/Photoshop

Contribution to Shot:

- Rotoscoping foreground characters
- Rotoscoping/Painting foreground foliage/trellis
- Rotoscoping/Keying BG horses
- Colour grading/resizing/cloning matte painting



### SHOT 14

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake/Photoshop

Contribution to Shot:

- Rotoscoping foreground character
- Rotoscoping/Painting foreground foliage/trellis
- Rotoscoping/Keying BG horses
- Colour grading/resizing/cloning matte painting



### SHOT 15

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake/Photoshop

Contribution to Shot:

- Background matte painting
- Tracking marker removal
- Horse-trainer removal
- Roto/Paint/Tracking of foliage elements



### SHOT 16

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake

Contribution to Shot:

- Paint/Roto on foreground horse to extract from separate plate to be combined in comp.



### SHOT 17

Project: "Australia" Feature Film, 2008

Client: 20<sup>th</sup> Century Fox/Bazmark Film

Studio: Photon VFX, Queensland

Software: Shake

Contribution to Shot:

- Rotoscoping foreground characters
- Compositing newsreel footage into BG
- Adding light effects/smoke
- Darkening BG



### SHOT 18

Project: "MSN Talk" TV Spot, 2009

Client: MSN Canada

Studio: Umeric, Sydney

Software: Photoshop, After Effects

Contribution to Shot:

- Creating photorealistic butterfly wing textures in Photoshop
- Compositing multipass CG renders in After Effects
- Grading footage, adding depth of field and lens flares
- Creating lightning/atmospheric effects



### SHOT 19

Project: "Hong Kong" Personal Project, 2007

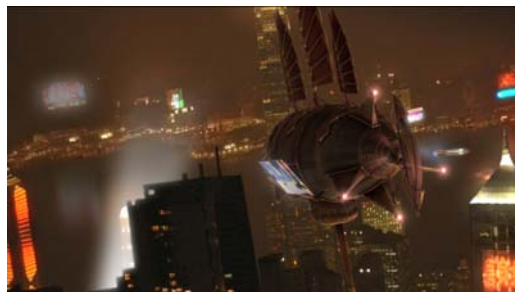
Client: n/a

Studio: n/a

Software: Maya, Unfold 3D, Bodypaint, Photoshop, Shake, After Effects

Contribution to Shot:

- Creation of all 2D and 3D elements



## SHOT 20

**Project:** "Spam" Student Group Project  
2006, revisited in 2009

**Client:** n/a

**Studio:** n/a

**Software:** Maya, Unfold 3D, Bodypaint,  
Photoshop, Nuke

**Contribution to Shot:**

- Creation of matte painting in Photoshop
- Modelling/texturing of mid-ground buildings
- Lighting
- Animation
- Particle effects
- All texturing
- Compositing/Grading



## SHOT 21

**Project:** "Animalia" Animated TV  
Series, 2006-08

**Client:** Animalia Productions

**Studio:** Photon VFX, Queensland

**Software:** Shake

**Contribution to Shot:**

- Compositing matte painting  
and CG renders



## SHOT 22

**Project:** "Animalia" Animated TV  
Series, 2006-08

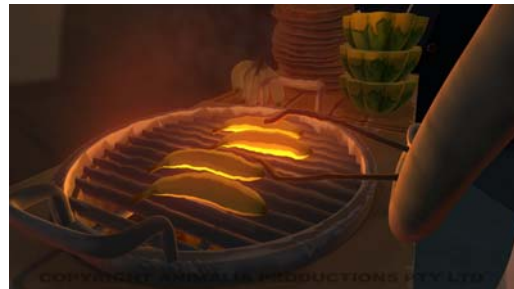
**Client:** Animalia Productions

**Studio:** Photon VFX, Queensland

**Software:** Shake

**Contribution to Shot:**

- Compositing CG renders
- Adding heat haze/glows



### SHOT 23

**Project:** "Animalia" Animated TV Series, 2006-08  
**Client:** Animalia Productions  
**Studio:** Photon VFX, Queensland  
**Software:** Shake, Maya, Photoshop, Bodypaint, Unfold 3D  
**Contribution to Shot:**

- Zeppelin texturing
- Compositing 3D Elements



### SHOT 24

**Project:** "Animalia" Animated TV Series, 2006-08  
**Client:** Animalia Productions  
**Studio:** Photon VFX, Queensland  
**Software:** Maya, Bodypaint, Unfold 3D, Photoshop, Shake  
**Contribution to Shot:**

- Texturing 12 different Toucan characters
- Compositing 3D Renders



### SHOT 25

**Project:** "Animalia" Animated TV Series, 2006-08  
**Client:** Animalia Productions  
**Studio:** Photon VFX, Queensland  
**Software:** Shake, Maya, Photoshop, Unfold 3D, Bodypaint  
**Contribution to Shot:**

- Environment/Set texturing
- Adding night grade
- Lighting
- Compositing



### SHOT 26

**Project:** "Animalia" Animated TV Series, 2006-08  
**Client:** Animalia Productions  
**Studio:** Photon VFX, Queensland  
**Software:** Maya, Photoshop, Bodypaint, Unfold 3D, Shake  
**Contribution to Shot:**

- Set texturing
- Set lighting
- Compositing



## SHOT 27

**Project:** "Animalia" Animated TV

Series, 2006-08

**Client:** Animalia Productions

**Studio:** Photon VFX, Queensland

**Software:** Maya, Bodypaint, Photoshop,  
Unfold 3D, Shake

**Contribution to Shot:**

- Set and Environment texturing
- Set lighting
- Night grade/glows
- Compositing CG renders

